
MASTER OF
ORION


MASTER OF
ORION

FOREWORD

It was 1993. I'd been working as a contract artist when I got a call from my friend who was a producer at MicroProse. He said they'd received a game submission called 'Star Lords' from Texas-based Sim-Tex. MicroProse loved Star Lords but wanted to make some changes.

For starters, they'd re-named it 'Master of Orion' (MoO for short). The prototype included portraits of generic 'animal-oid' aliens: the 'bear-oid' Bulrathi, 'cat-oid' Mrrshan, and so on. I thought they needed to be actual aliens – not Earth animals who'd evolved into people. Linking the races to recognizable archetypes gave the player something to hang their expectations on. I wanted to preserve that, while transcending those stereotypes.

In 2014 Wargaming.net had some exciting news. Master of Orion was coming back – and they wanted a consultant on the new MoO's artwork. Joining us would be Jeff Johannigman, and Dave Govett who did the original music. How could I refuse?

The new art team has created a synthesis of the best elements from each game. I'm extremely pleased with the way it has all turned out, and I know you will be, too.

JEFF DEE

INTRODUCTION

The art of master of orion book was created primarily by a team of two people: myself as the art director on this project and kelsey howard as the lead writer.

Work began over a year ago by sifting through the massive perforce server and various art builds. Weighing the quality of art assets from the talented ngd studios was an interesting challenge. We spent months pouring over assets, setting up mock pages, drafting text to complement the images, and showcasing the lore of master of orion.

It's a testament to the artistic vision of NGD and Wargaming.net that we have such a beautiful finished product. It has been an incredible experience, a privilege to be immersed in the Master of Orion universe and an honor to guide the art direction and visual aesthetics of this book alongside kelsey howard. A special thanks also goes out to all who have helped us along the way. NGD Studios for access to all the 3d art from the game and Ignacio for the epic book cover. The Minsk team for sketch art and the never-before-seen images of home worlds.

It is our honor to present to you the most expansive art book ever created for master of orion.

TESSA KNOPF

ART OF MASTER OF ORION

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THE ALKARI FLOCK

CLEVER, NOBLE, HONORABLE

The avian Alkari, longtime fan favorites and Master of Orion icons, are a militaristic race that will be a good fit for players who plan to battle it out for victory. Courageous and honorable to a fault, the Alkari never see themselves as the villains and always find a way to justify their actions. They fly high on the winds of destiny, confident to the point of arrogance that their lofty stratagems will not fail them in the trying times ahead.











SKYLORD

ALKARI EMPEROR

The Skylord is a brave and noble paragon among the honorable Alkari. Skylords are nominated and approved for the dictator-style role by a council of elite families, trade cartels, and religious organizations.

After selection, a Skylord serves for life and is highly respected by the government and Alkari people alike.

The duties of the Skylord include religious oversight, managing galactic trade negotiations, and serving as the supreme commander of the Alkari armed forces.

VOICE ACTOR: MARK HAMILL

QUAIL

HIGHLY LEARNED OF THE FLOCK'S SCIENCE ACADEMY

Quail, the eccentric advisor to the Skylord, is a pure scientist at heart. He embodies the adventurous nature of the Alkari in his pursuit of the unknown, plunging fearlessly into scientific inquiry to bring new light to the Alkari domain. The Alkari scientists hold themselves to a high code of moral integrity, and Quail follows in that noble tradition. Quail, a peculiar bird of learning, has earned his role as advisor to the Skylord thanks to his dutiful research and unconventional mind.

VOICE ACTOR: JOHN KASSIR





ALKARI

ESPIONAGE

The very acts of espionage force Alkari agents to bend the definition of honorable conduct. While all must hold themselves to the highest standards, there is a sense that they justify their actions as wartime necessities. These special operatives are often gifted in some sense, but found themselves unable to assimilate into the greater fold of the Alkari military. These are the bright and troubled outcasts, doing what they deem necessary for the success of the Flock.

Alkari spies excel at daring, high-risk missions. They have been known to utilize their natural flight abilities and advanced weapons training to assist in hostage rescues, target extractions, and asset procurement missions. One section of spies, specializing in diplomatic espionage, are known as the Mockingbirds for the songs they sing from distant empires all the way back to the Skylord.

















ALTAIR

HOME WORLD OF THE ALKARI

The Alkari home world of Altair is beautiful and rugged, ancient in its knowledge long before the Alkari even took their first flight. Altair boasts an artifact world status due to the presence of Orions on the planet in a time so distant that only scraps and shreds of their civilization can be found in the dust. However, the Alkari are not inclined to keep their beaks in the dirt. They would rather soar in the mild and pleasant skies of Altair, blissfully free of frequent storms or weather patterns that would hinder their flight.

The capital city of Skraa is a revered city built upon a high, rocky plateau surrounded by water. It can only be accessed via flight and is a majestic sight when it comes into view on the golden horizon. The Skylord, his family, the powerful council, and the head of the Alkari Faith are all based in the city by the sea. The buildings are high and spaciously placed, allowing short soaring leaps from building to building to serve as the primary mode of transportation in the city.

Wherever the Alkari soar, Altair will always be where the people return to roost. Altair is rich with the history of the Alkari and the universe itself; a heady mixture of ritual and nostalgia keep the planet close to the hearts of the citizens. They revere their Gods and place their trust in the steadfast hands of the Skylord, who promises to lead them to dominance and salvation.





Alpha model:
Frigate concept



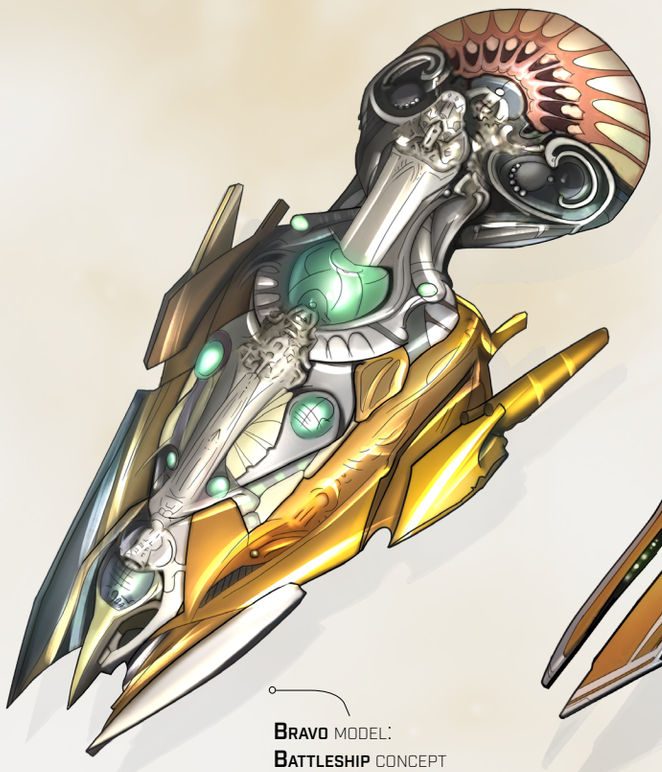
Bravo model:
Frigate concept



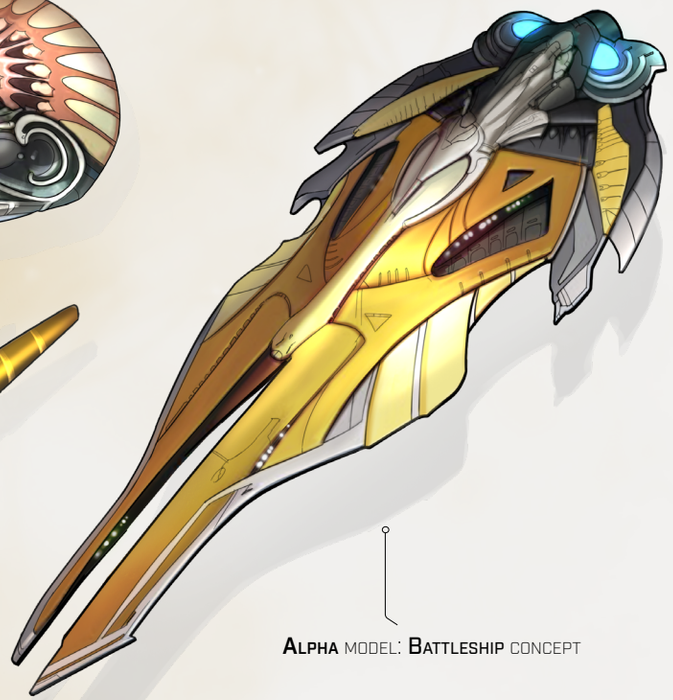
Alpha model:
Destroyer concept



Bravo model:
Destroyer concept



Bravo model:
Battleship concept



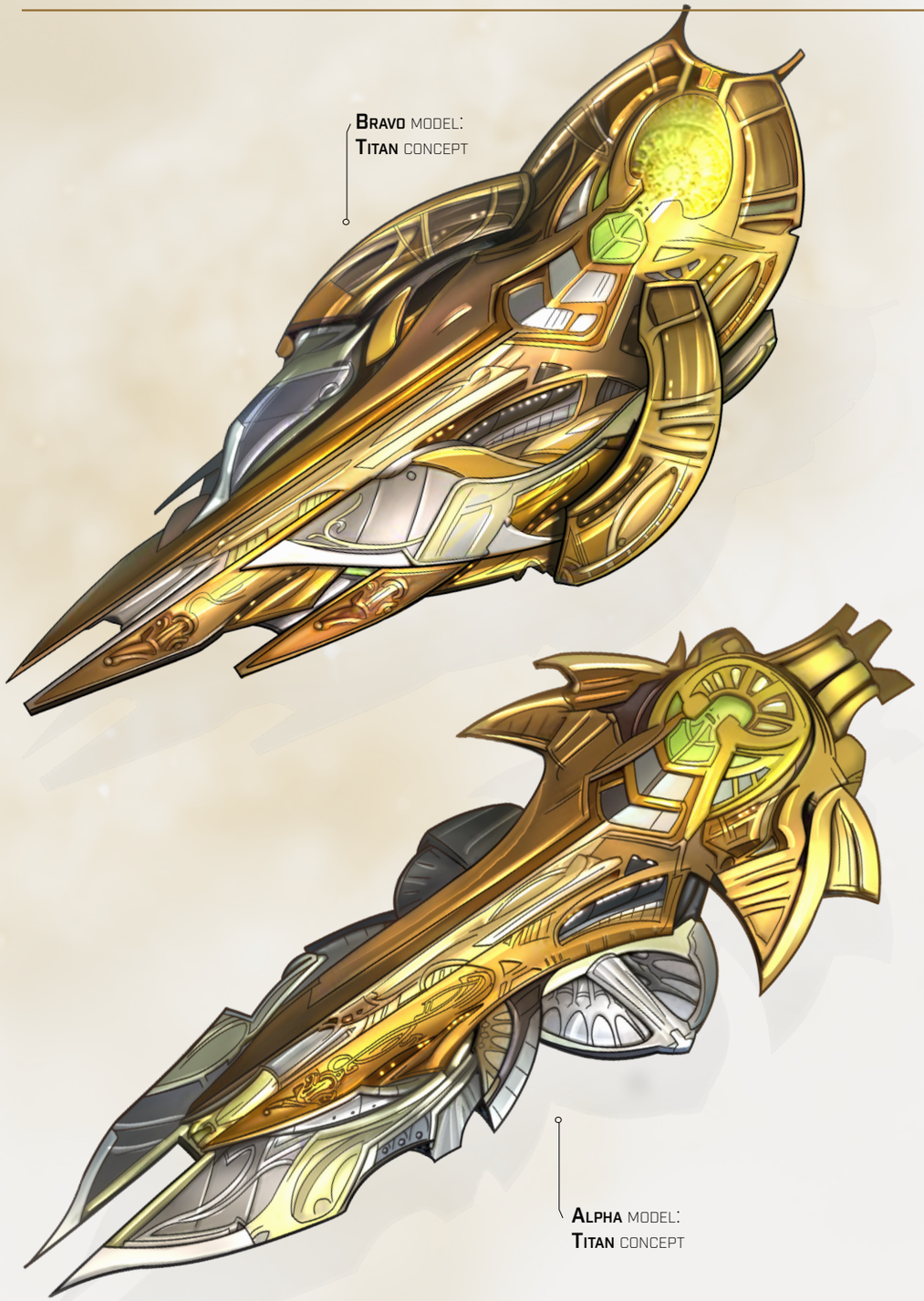
Alpha model: **Battleship** concept



Bravo model:
Cruiser concept

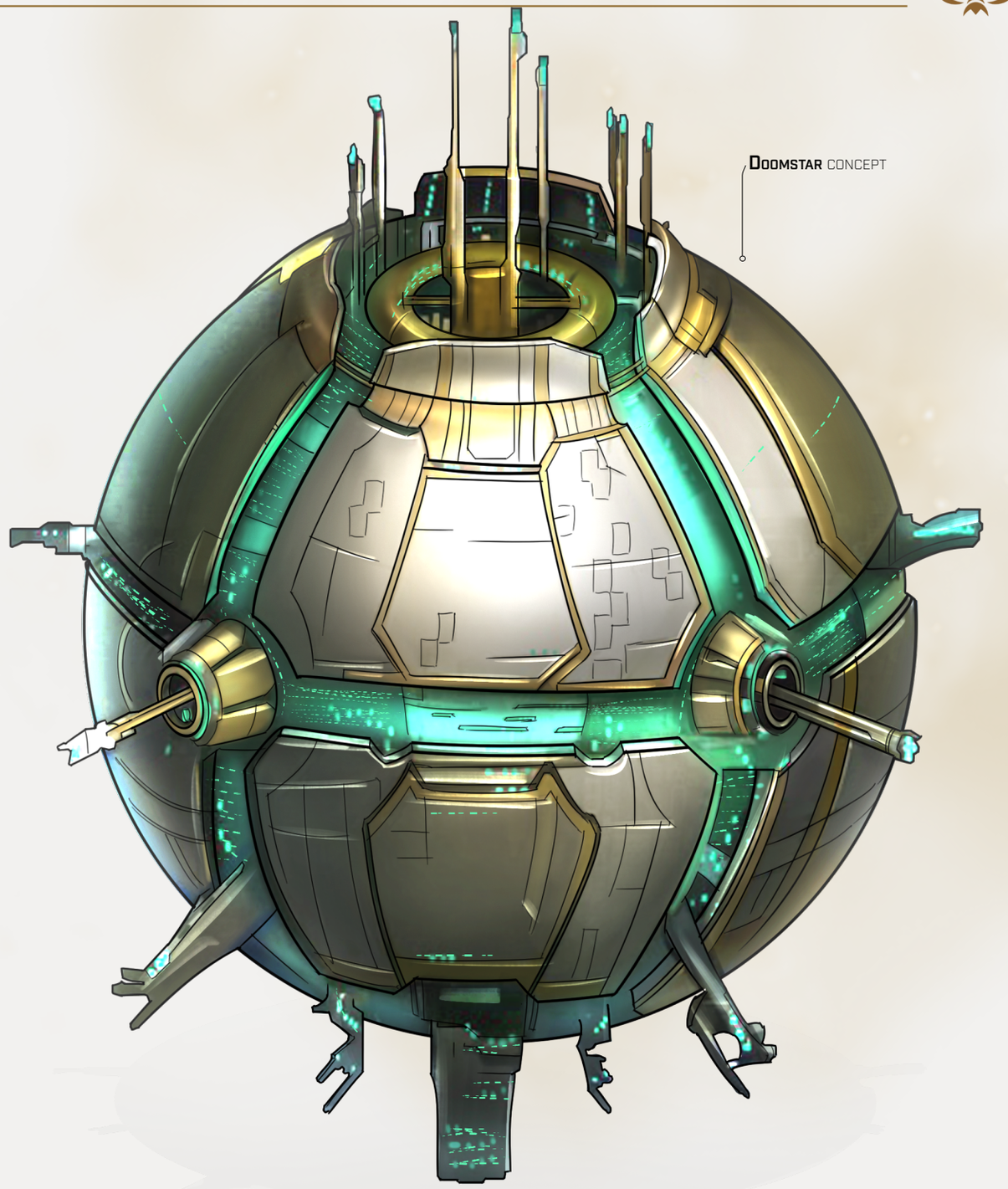


Alpha model:
Cruiser concept



Bravo MODEL:
Titan CONCEPT

Alpha MODEL:
Titan CONCEPT

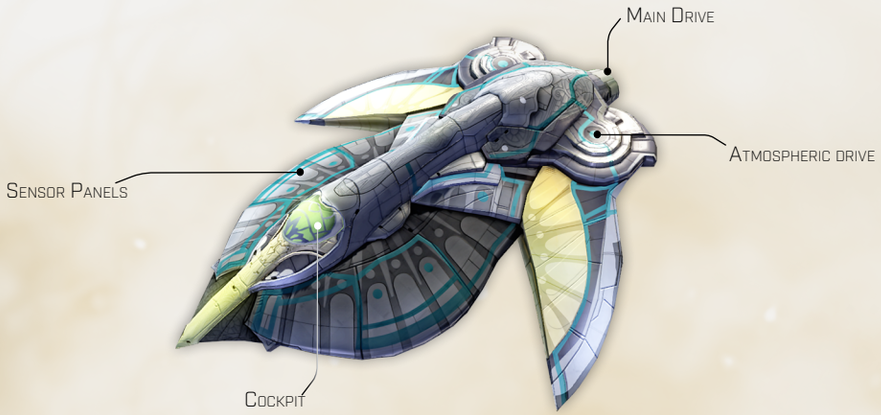


Doomstar CONCEPT

FRIGATE

LIGHT ARMORED STRIKER

These small ships are nevertheless dignified and powerful agents of the Alkari navy. Their rounded shapes and beak-like fronts are avian in motif, taking inspiration from the Alkari's innate flight ability. The frigates are small but in the hands of the right pilot they can become a potent force.

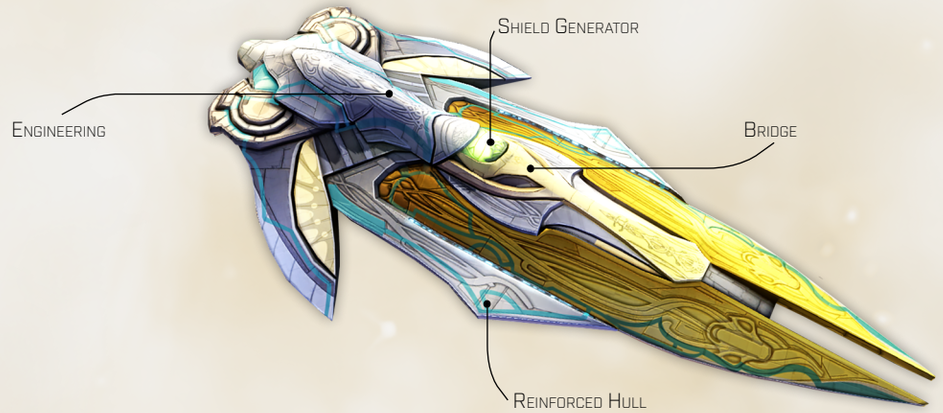




DESTROYER

FAST SUPPORT ESCORT

The destroyer of the Alkari fleet introduces an aesthetic theme common to all Alpha model Alkari ships of this and larger classes, the distinct two-pronged nose. These commonly seen ships are known as the "gold standard" of military aviation, both for their exceptional quality and their golden metallic sheen. The Bravo-model ships are rounded and have a unique "halo" silhouette.

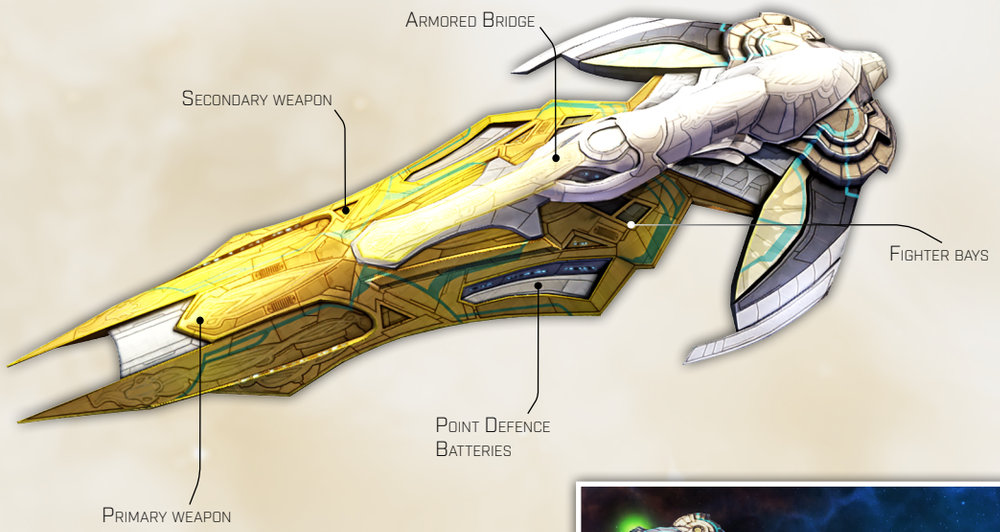




CRUISER

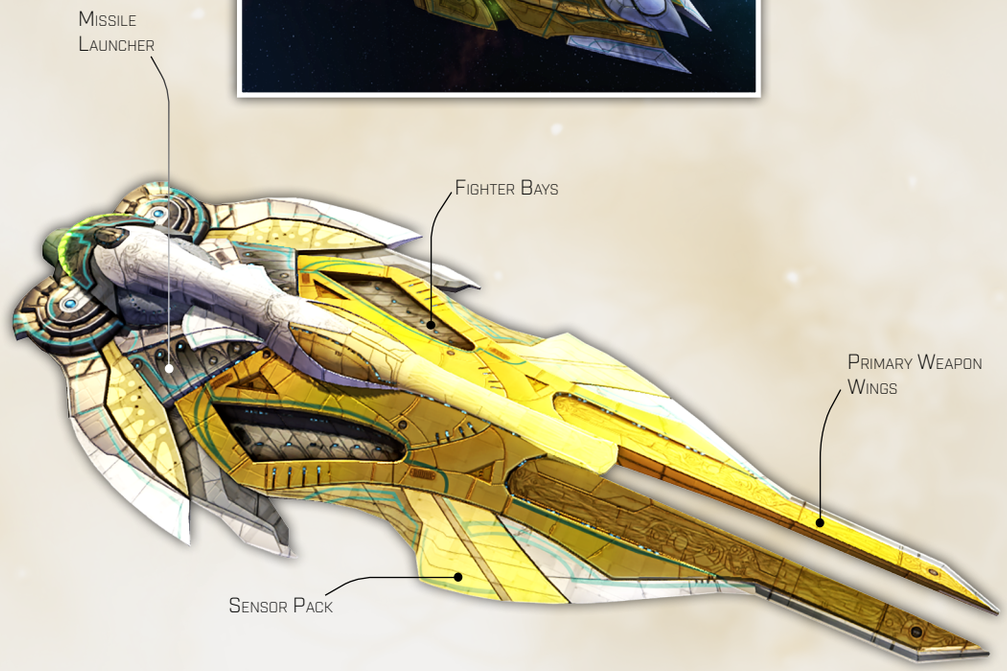
MEDIUM COMBATANT

The Alkari cruiser is a sleek and modern reincarnation of the early ships that won glory in the Alkari's domestic wars of the distant past. Beautiful ships, their hulls carry the same signature rounded wing appearance present on all Alpha-model Alkari ships. The Bravo models are boldly distinctive, with rounded segments and a "twilight" color scheme.









BATTLESHIP

HEAVY FLEET WARSHIP

The Alkari battleship is workhorse of the fleet, but even though it is expected to give and receive heavy blows in battle, its design retains the trademark Alkari grace and elegance. With greatly improved engines and armament compared to those of her smaller counterparts, the battleship cloaks its deadliness in beauty. The Bravo model ships have a stunning design which calls to mind the rising dawn.

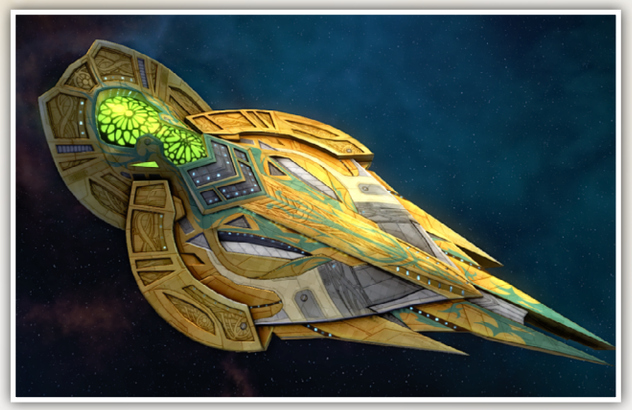


TITAN

ARMORED DREADNOUGHT

The Titan is a deadly force, golden in its magnificence and peerless when helmed by the exemplary Alkari pilots.

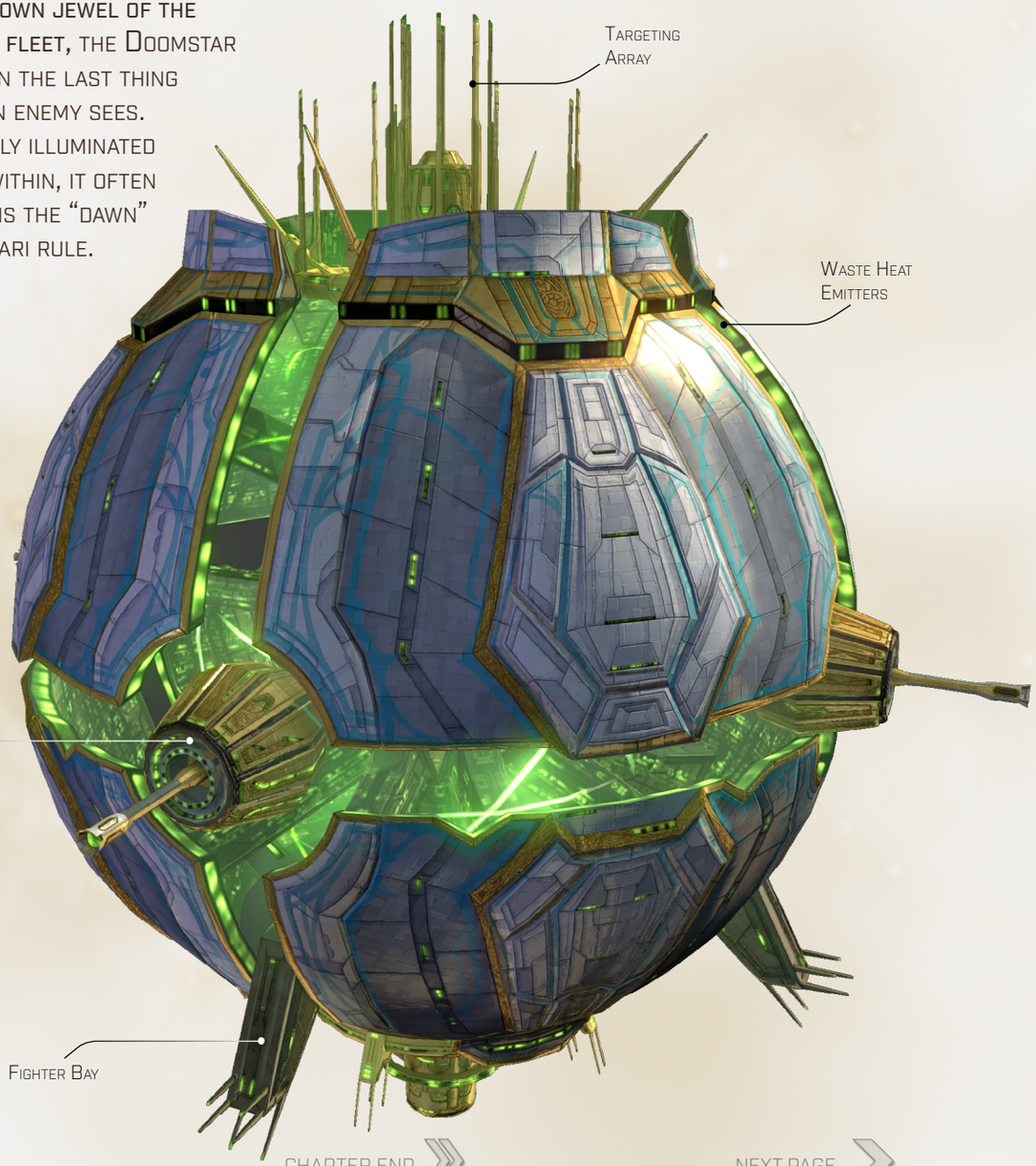
The Alpha models are rounded and layered, bringing to mind gently overlapped wings. The titan-class Alkari ships are angelic in inspiration and devilish in their might.



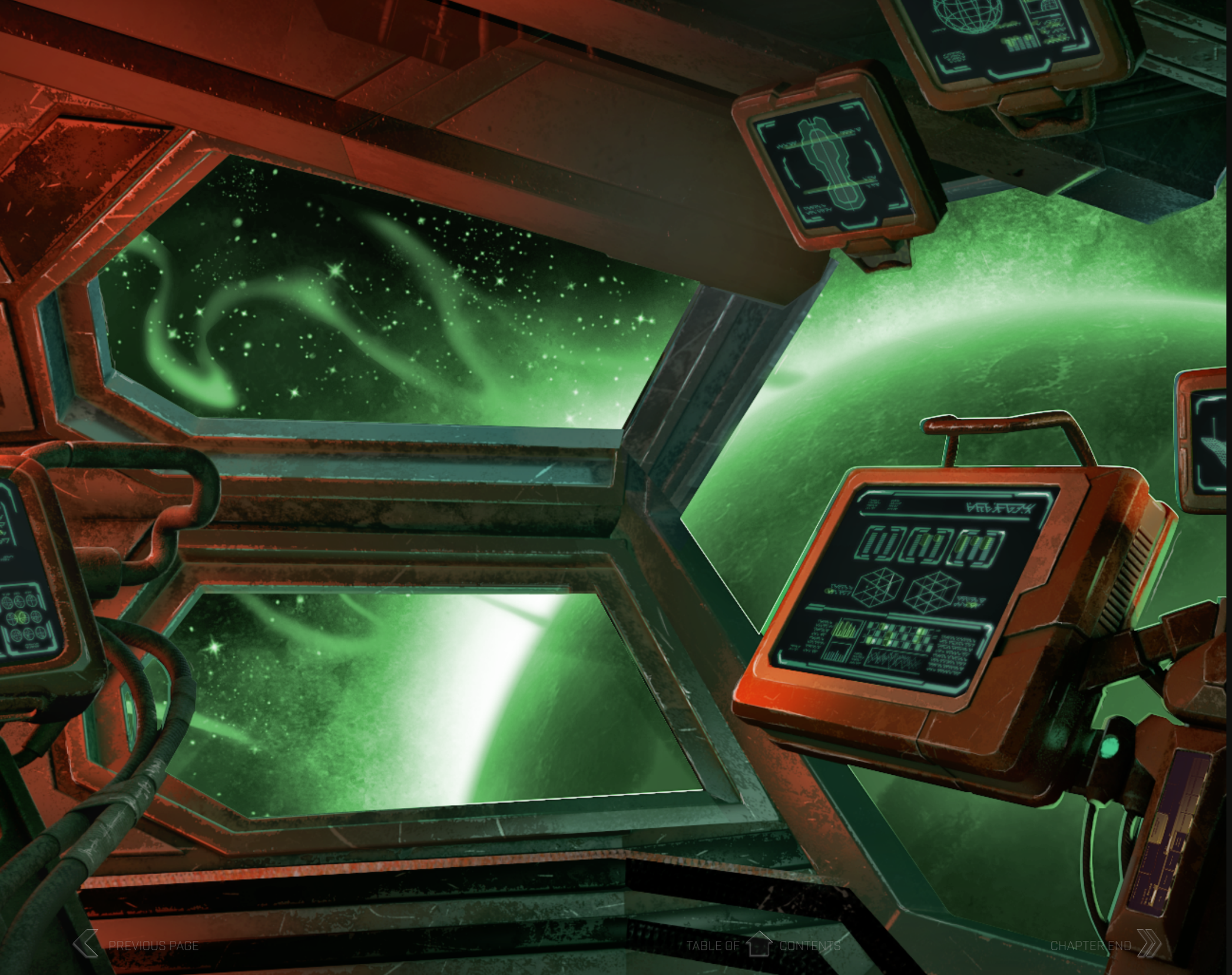
DOOMSTAR

MOBILE PLANETOID STATION

The crown jewel of the Alkari fleet, the Doomstar is often the last thing that an enemy sees. Brightly illuminated from within, it often harkens the "dawn" of Alkari rule.







THE BULRATHI EMPIRE

BRASH, AGGRESSIVE, STRONG-WILLED

The Bulrathi are legendary practitioners of the "brute force" approach. With their penchant for ground combat and their overall hardy nature, they are favorites of aggressive players. The Bulrathi are not inclined to patiently play mind games on the galactic stage, being far more comfortable kicking down doors, weapons in hand. What they lack in subtlety they make up for in strength, though they are not villainous or unkind.







EMPEROR

LEADER OF THE EMPIRE

The Emperor of the Bulrathi is chosen from the officer corps, typically being one who has been amply tested on the bloody fields of combat. The Emperor serves as the supreme power in issues of domestic law and governance, but his authority is most conspicuous when overseeing galactic warfare. The military calls the shots in Bulrathi society, and the Emperor reigns over the military with ultimate and unquestioned might. However, as with Bulrathi society as a whole, the Emperor himself is not unkind or cruel without reason. The Bulrathi people remain fixed on their principles of ecological preservation, the integrity of lesser lives, and respect for the Bulrathi way... even if that means war.





VOICE ACTOR:
FRED
TATASCIORE



KURUK

HIGH CHANCELLOR TO THE EMPEROR

Kuruk embodies the values that form the foundation of Bulrathi society: respect for elders, deference to those who have served in the military, and veneration of the Bulrathi way of life. Kuruk, wise from battle and years of war, serves as the High Chancellor, a role created by the War Trust to give time-tempered advice to the often hotheaded Emperor. Kuruk serves the Emperor without question or hesitation, never straying into the dangerous territory of treasonous dissonance.



VOICE ACTOR:
JB BLANC





BULRATHI

ESPIONAGE

The Bulrathi spies are battle-worn and wise, talented enough on their own that they can complete the work of a whole military division. They are diverse in their means and skills, but all are deadly efficient when it comes to gathering assets for the Bulrathi Empire. The most elite of the spies end up in the Black Furs program, an organization which blurs the line between ruthless mercenary group and state-sponsored espionage program.

Espionage tactics utilized by the Bulrathi are typically brute force attacks and psychological interrogation methods. They strike hard and without warning. They may not operate with as much subterfuge or grace as some of their galactic neighbors, but they are known for capturing their targets in a sudden storm of bullets.



















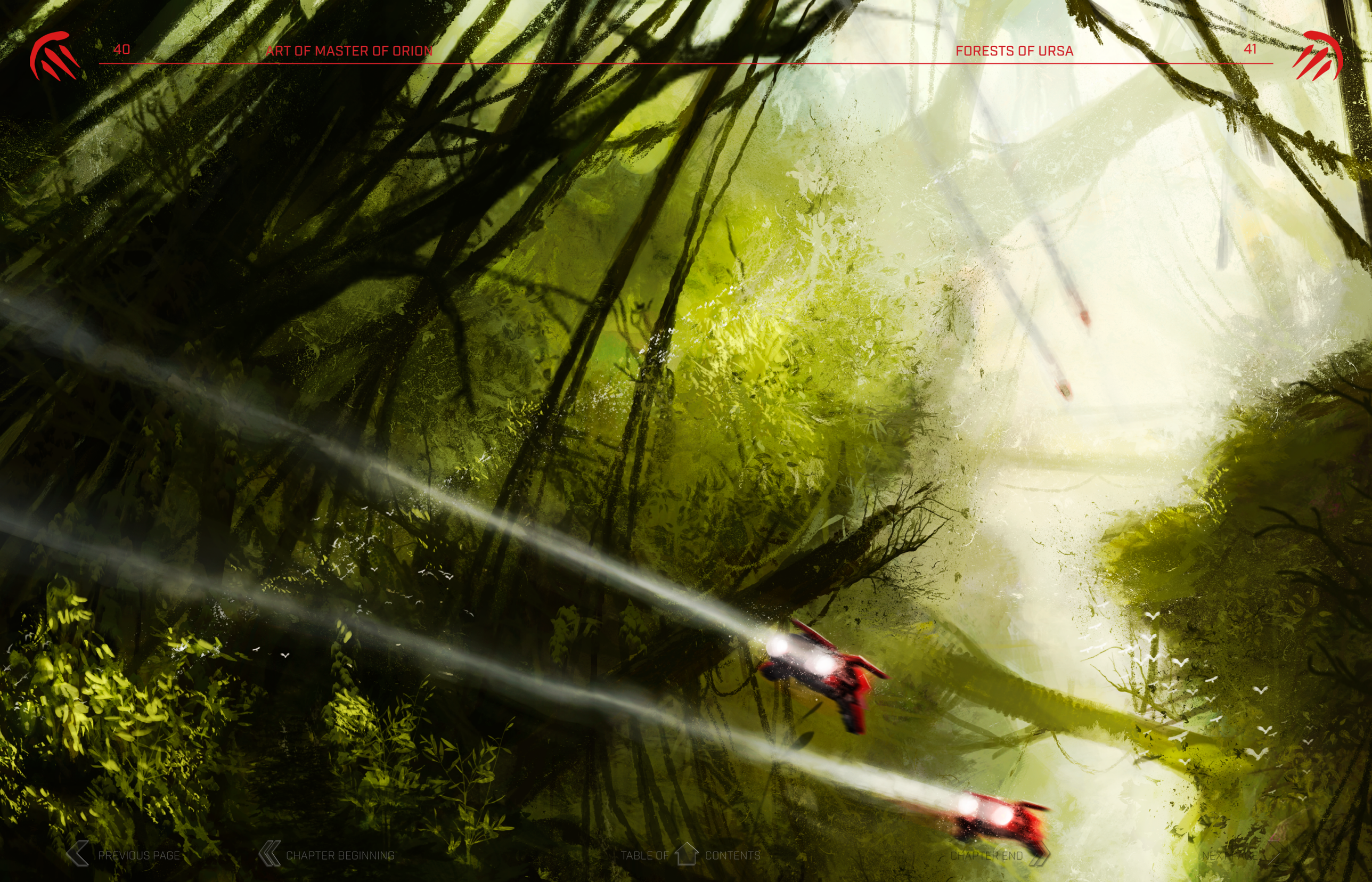
URSA

HOME WORLD OF THE BULRATHI

The planet of Ursa is beautiful beyond compare, protected and cherished by the Bulrathi people. But Ursa was not always so delightful. At one time the planet stood on the brink of ruin by industrial pollution and resource-exhausting wars. A small band of Bulrathi scientists devoted their lives to developing rudimentary planetary technology that would save their planet. Today Ursa, restored to lushness and ecological stability, is holy to the Bulrathi people. It is the mother and the womb of the Bulrathi, regarded with the highest respect and reverence.

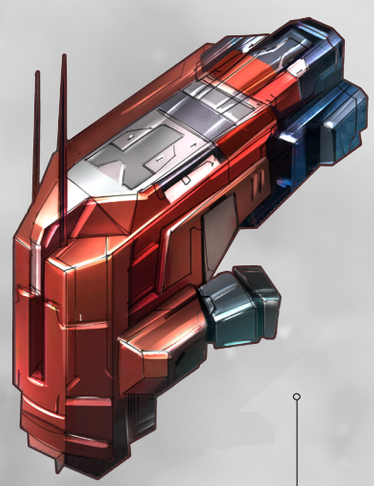
Ursus, the capital city of Ursa, is a densely packed urban area with a layout that confuses many foreign visitors. The Bulrathi, never known for deliberate and careful design, have a very flexible view toward city planning. It's common for a building to be there one day and demolished the next, with a different building up within the year. The Emperor and his War Trust are located in Ursus, giving them close access to the Empire's primary military and manufacturing facilities.

The Bulrathi have a special attachment to Ursa, uniquely formed by the planet's close brush with destruction. Ursa is also deeply associated with the Bulrathi spiritual leader, the Hag, who guides them in their protective attitudes on planetology and environmental policies. Even those Bulrathi born on distant colonies or in deep space have a primal longing for the cool grasses and horizons of home. As the Bulrathi saying goes, "Those who have never touched the surface of Ursa have its image scored deepest in their hearts."





Alpha model:
Frigate concept



Bravo model:
Frigate concept



Bravo model:
Battleship concept

Alpha model: **Battleship** concept





Bravo model:
Cruiser concept

Alpha model:
Cruiser concept

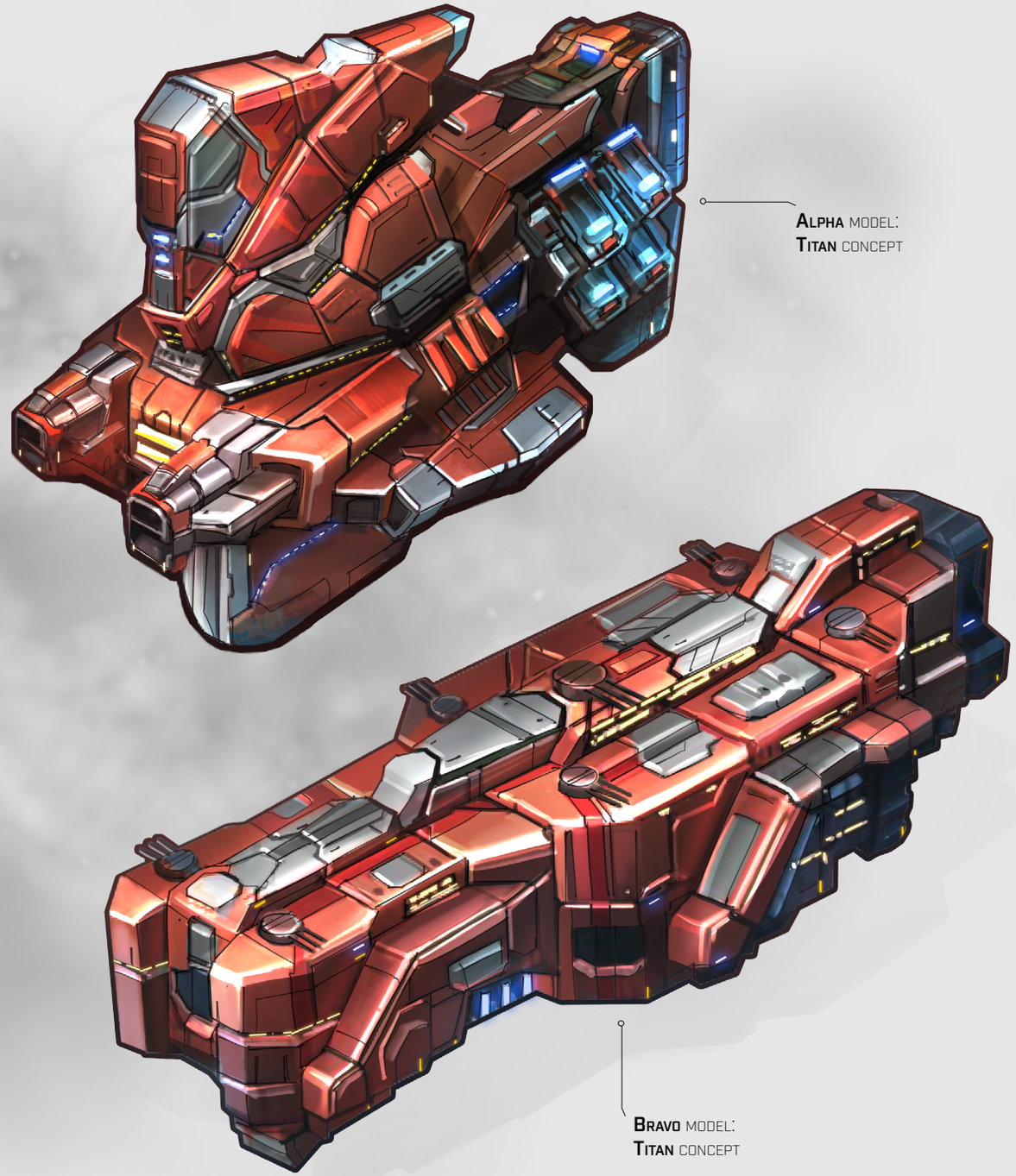




Alpha model:
Destroyer concept

Bravo model:
Destroyer
concept



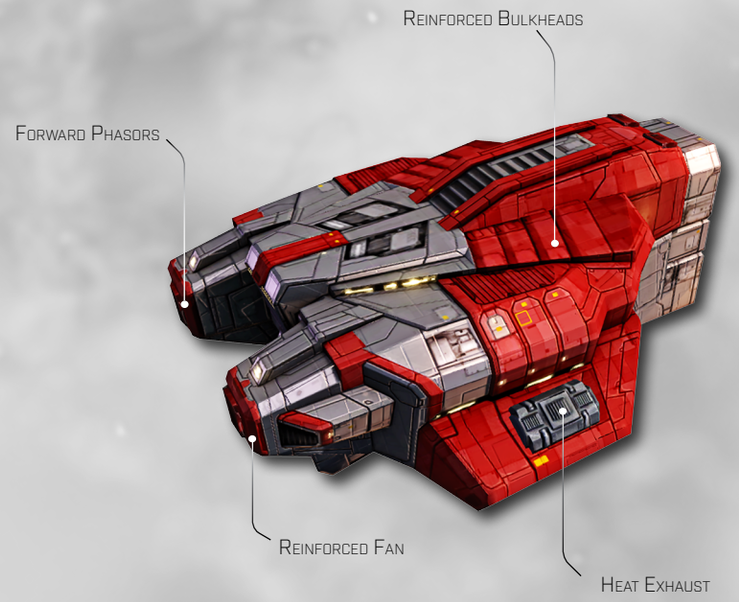


Alpha model:
Titan concept

Bravo model:
Titan concept

Doomstar concept





FRIGATE

LIGHT ARMORED STRIKER

The Frigate is the smallest ship of the Bulrathi fleet but still packs a powerful punch. The Bulrathi place no priority on aesthetics, preferring straightforward ship designs that allow for ramming, and while their frigates may appear clumsy, no enemy should underestimate their power. Bravo-pattern frigates have a leaner, more forward-heavy design that emphasizes robust frontal defenses.

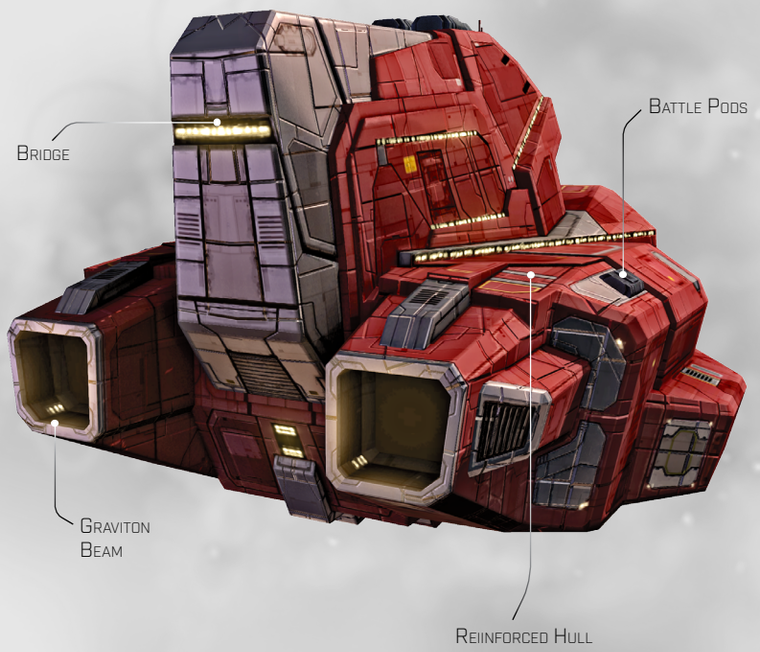


DESTROYER

FAST SUPPORT ESCORT

Destroyer-class ships are a staple of the formidable Bulrathi fleet. The heavy-handed design, painted in the bloody colors of the Empire, emphasizes brute force and seeks to strike fear into any opponent. The bravo-pattern ships have a sleeker, more simplistic design.





CRUISER

MEDIUM COMBATANT



The Bulrathi cruiser is one of the most distinctive ships in the galaxy. Its puzzling design is intended to confuse enemies who are unfamiliar with its configuration. This unique defense system has made this model of ship popular, even though it takes crews weeks to memorize the bizarre internal layout. Alternate designs of the cruiser are more traditional, as demonstrated by the Bravo-style cruiser.





BATTLESHIP

HEAVY FLEET WARSHIP

Bulrathi battleships embody the spirit of the Empire: bold, aggressive, and intimidating. They are among the most durable ships in their class, able to take a severe beating before faltering. It is a common sight for the hull of a Bulrathi battleship to be embedded with fragments of enemy ships. The Bravo model is less likely to survive close combat, but is slightly more aerodynamic.

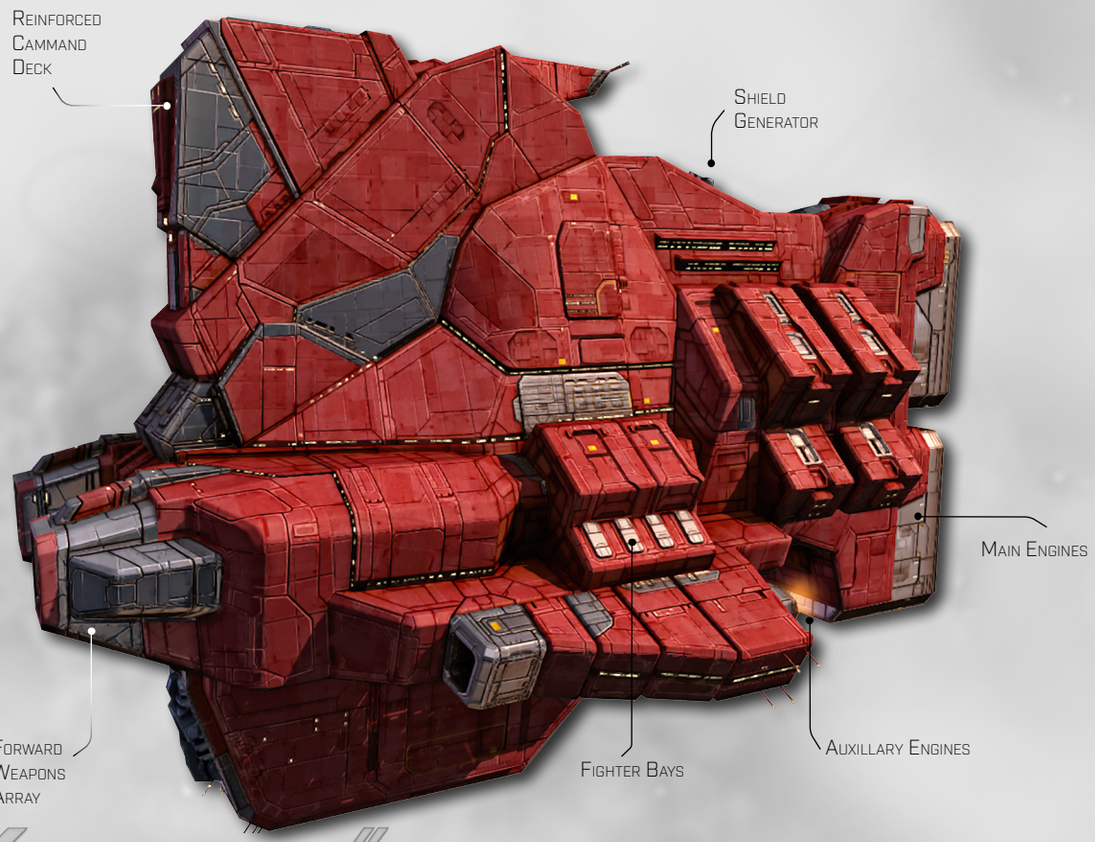


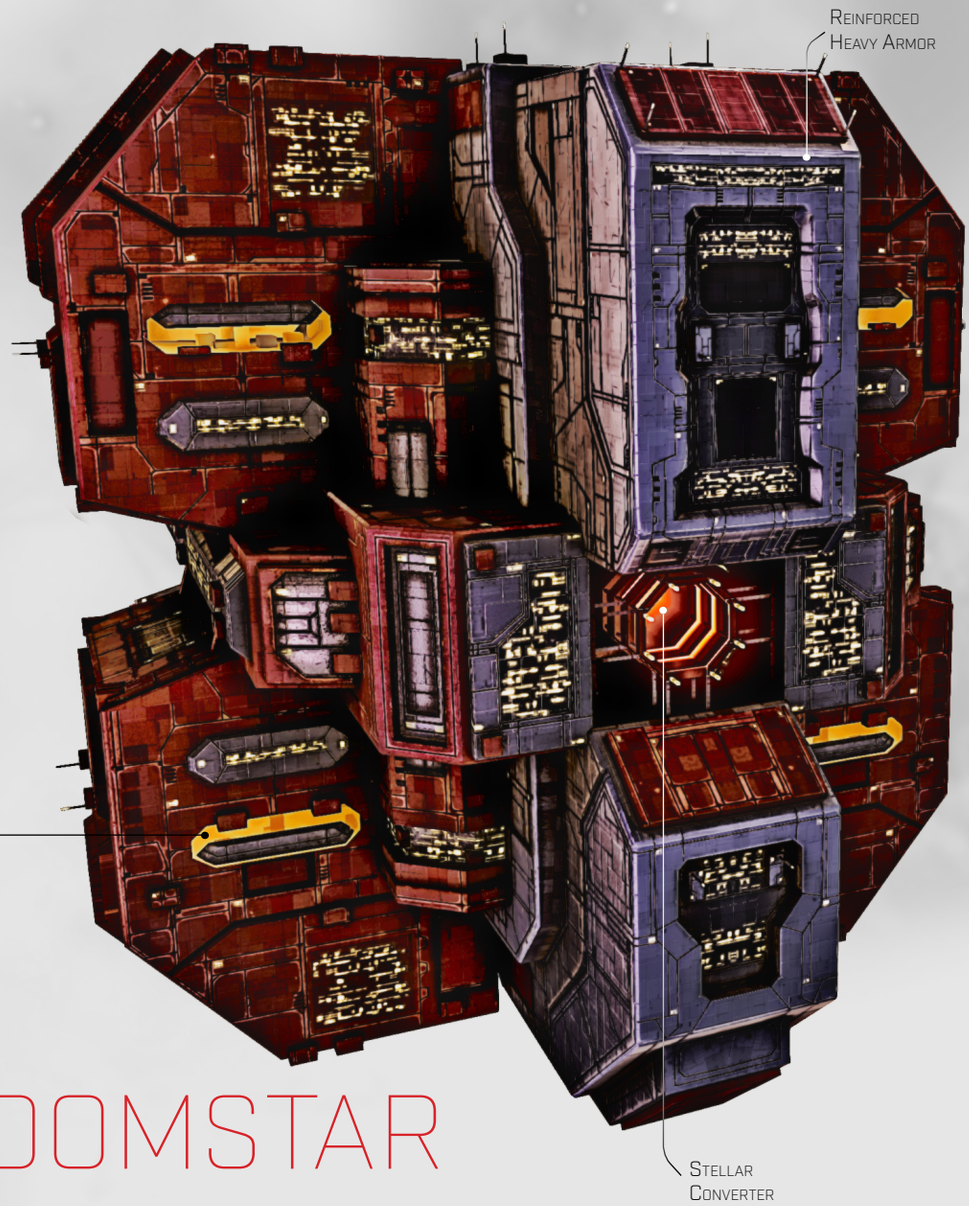
TITAN

ARMORED DREADNOUGHT

The titan-class ships embody the same confusing aesthetics as the Bulrathi cruisers. Enemies take an extra moment to calculate their strikes, and in that time the Bulrathi have already taken advantage of their hesitation and fired. The bravo-pattern titans are more straightforward in design but equally fearsome.





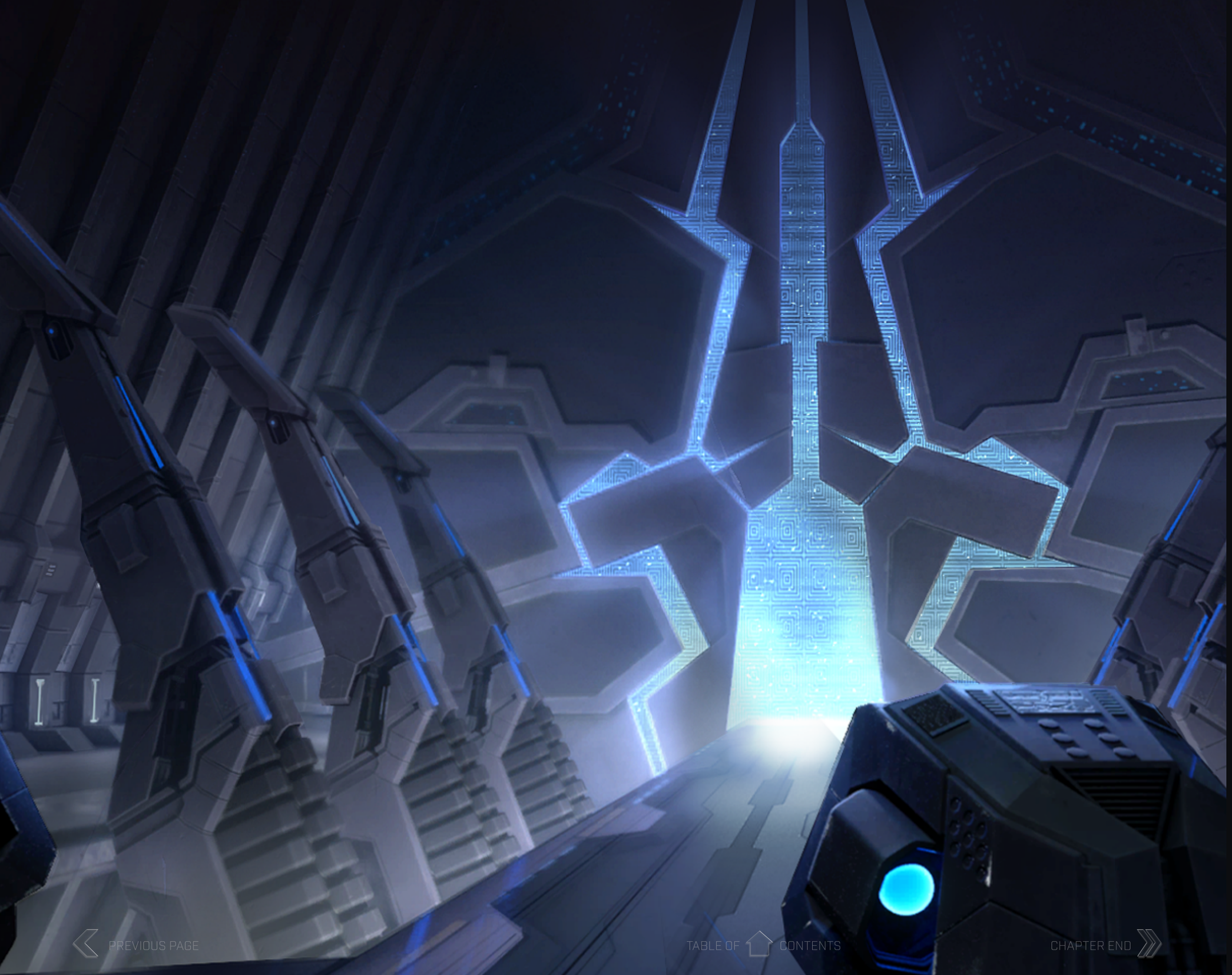


DOOMSTAR

MOBILE PLANETOID STATION

An uplifting sight to allies, terrifying to foes, the mammoth Bulrathi doomstar is capable of dealing swift and severe damage. This is the culmination of the Bulrathi design mentality: direct, brutal, overwhelming delivery of force.





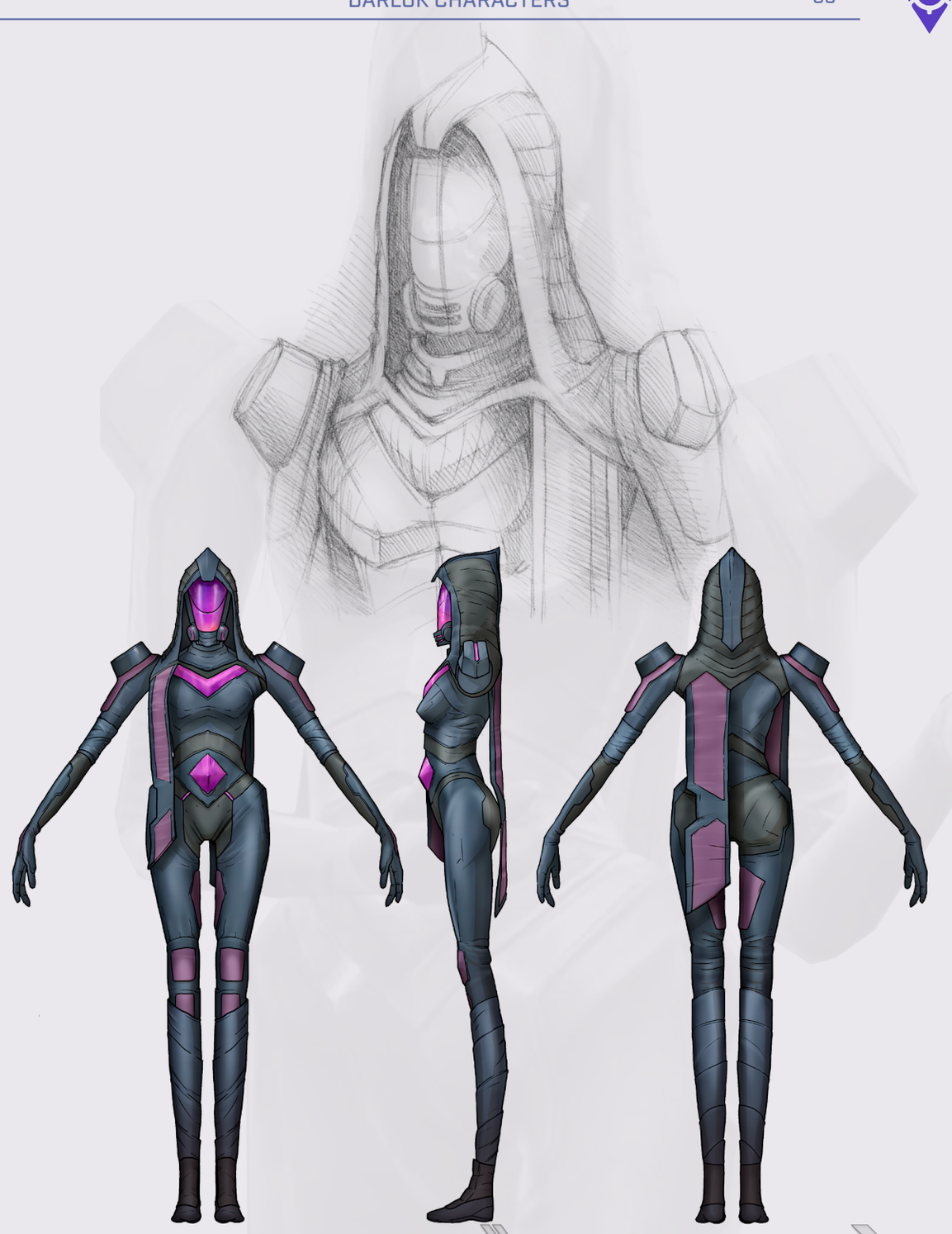
THE DARLOK CABAL

SECRETIVE, ELUSIVE, SHIFTING

A race with few other advantages, the Darlok must rely on spying, manipulation, and blackmail to eke out an edge over other races. It takes an unconventional and resourceful player to excel while overseeing the galaxy's most feared shapeshifters: those who play as the Darlok must favor subtlety. Nevertheless, this race has a loyal following among players.







HINDMOST

LEADER OF THE CABAL

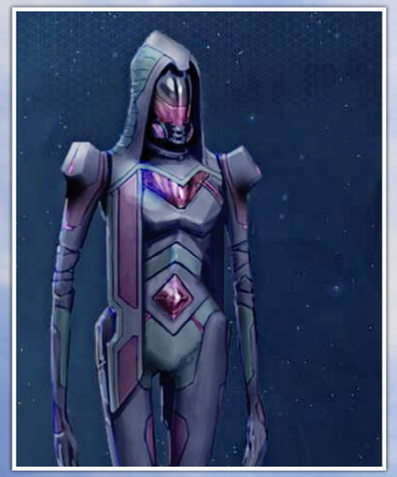
The Hindmost of the Darlok Cabal is a master among the peerless spies of the galaxy. The Hindmost is tasked with making the final call in acts of galactic subterfuge and must also pay the price if the Darlok agendas are uncovered.

In a society where secrets and information are power, the Hindmost must always be as omniscient as possible while never revealing sources of intelligence.

This is a thankless job with little glory in a culture where sticking to the shadows is the secret to success. In times of war, the Hindmost is tasked with uniting the fragmented Darlok militaries and agencies into a cohesive instrument of power.



VOICE ACTOR:
NOLAN NORTH



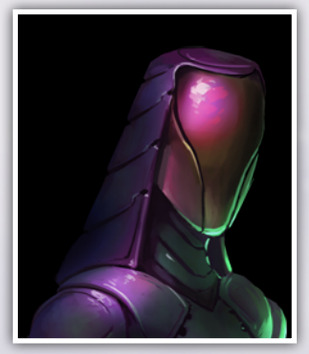
VALE

WHISPERER TO THE HINDMOST

Vale, trained in the shrouded ways of the most elite Darlok spies, was so good at her job that she could no longer do it. Tales of success attributed to her, whether true or not, forced her into early retirement.

She maintains her connections as the Whisperer to the Hindmost, collecting secrets that can tear apart empires or form lasting bonds of desperation. In this role, she can still pull the strings of the deadly and shadowy underground that she calls home.

VOICE ACTRESS: NIKA FUTTERMAN

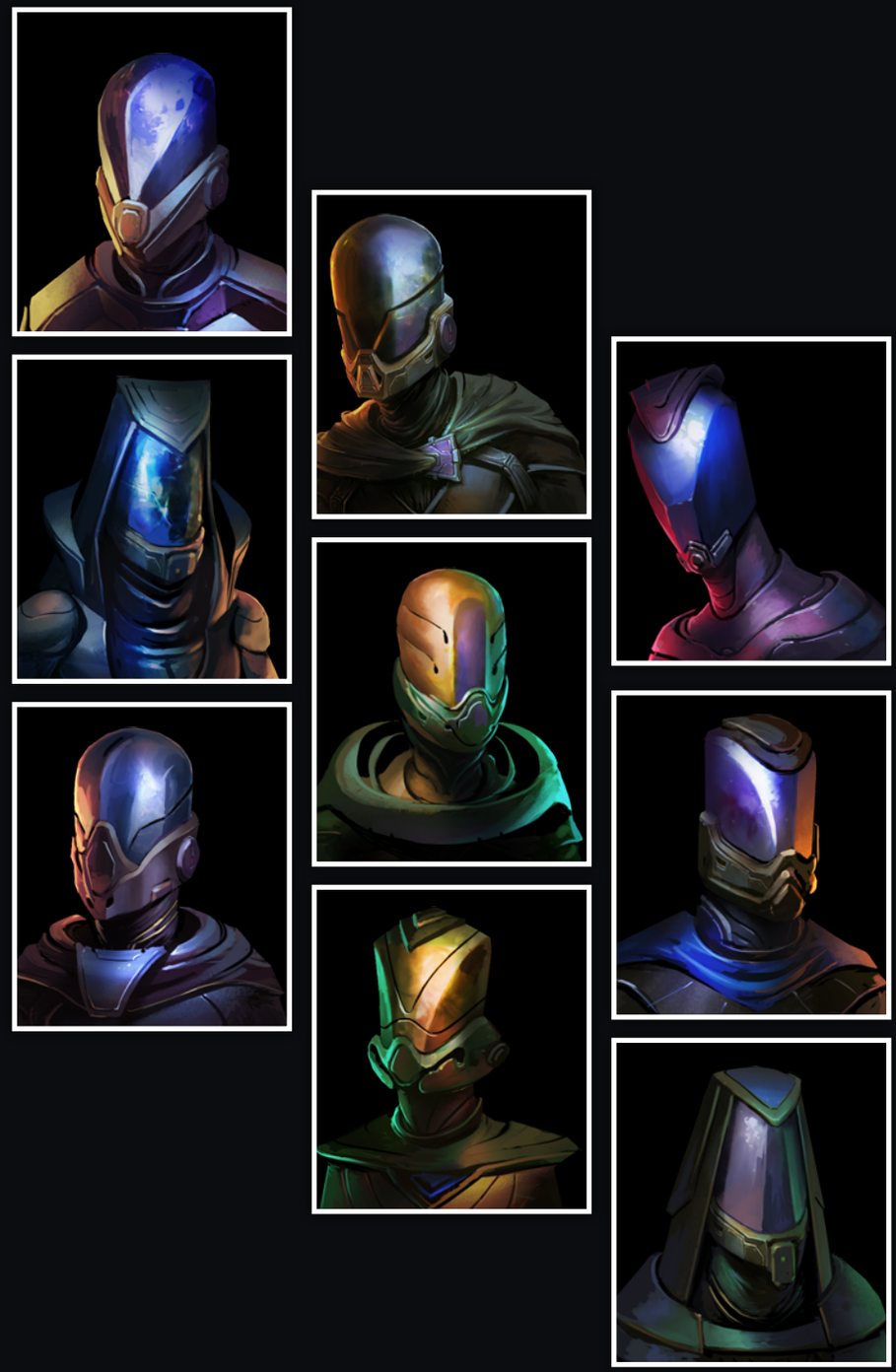


DARLOK

ESPIONAGE

The Darlok espionage agents are unrivaled and without peer in the universe. Loosely organized under the banner of the Surrogates of the Cabal, the spies of the Darlok realm strike fear into the hearts of the galaxy without ever being seen. They serve the interests of the Cabal (so long as they align with their own interests) and conduct large-scale operations in every corner of the stars.

The ability to shapeshift defines the tactics of the Darlok espionage efforts. They can blend into any situation without immediately exposing themselves. High-level operations often involve the abduction of specific targets, which the Darlok then interrogate and impersonate with eerie likeness. They are the most feared and resented race known to the galaxy, forcing them to keep sharp under pressure and perfect their methods as others in the universe become more suspicious.



NAZIN

HOME WORLD OF THE DARLOK

In the far reaches of the known universe is a dim star which cloaks the surrounding region in murky shadows. This star supports life on Nazin, the mysteriously veiled planet that is the home of the Darlok race. One side of the planet always faces the star and is under constant grey cloud cover, while the other side of the planet remains in constant darkness. Nazin is the only place in the galaxy where the Darlok do not feel hated, feared, or persecuted because of their shapeshifting ways.

The capital of Nazin is the city of Tsslac, built upon snarling wires and cables stolen from the wreckage of alien civilizations and outposts. Ancient ruins of unknown origin indicate a deeper, darker history to the Darlok home world, though that information is kept shrouded in ambiguity and rumor. Visitors to Tsslac may recognize fragments of their own civilizations: a dealer peddling stolen Mrrshan weapons, a salvaged Bulrathi door propped up in an alley, or a length of Meklar superconducting cabling stretching between buildings.

The Darlok are accustomed to being hunted and persecuted throughout the galaxy—a situation that might well be considered justified, based on their actions. Nazin is the only place where they can feel comfortable walking around in their own skin, not having to pretend to be what they are not. Among the waxy leaves, sprawling mosses, and colossal mushroom-like plants of home, the Darlok experience a piece of something that they are so desperately searching for: identity.

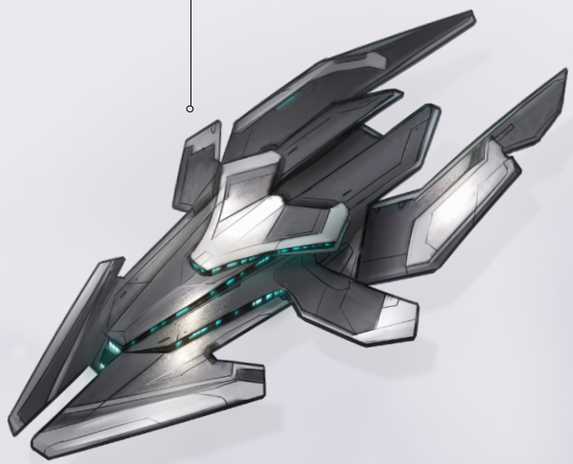




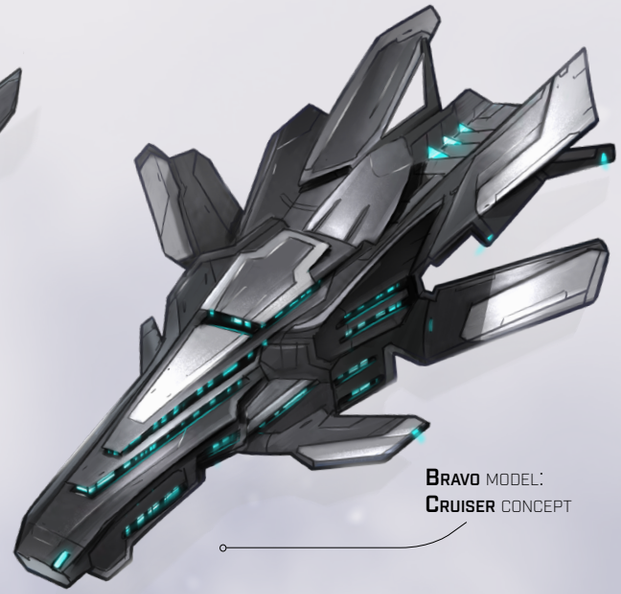
Alpha model:
Frigate concept



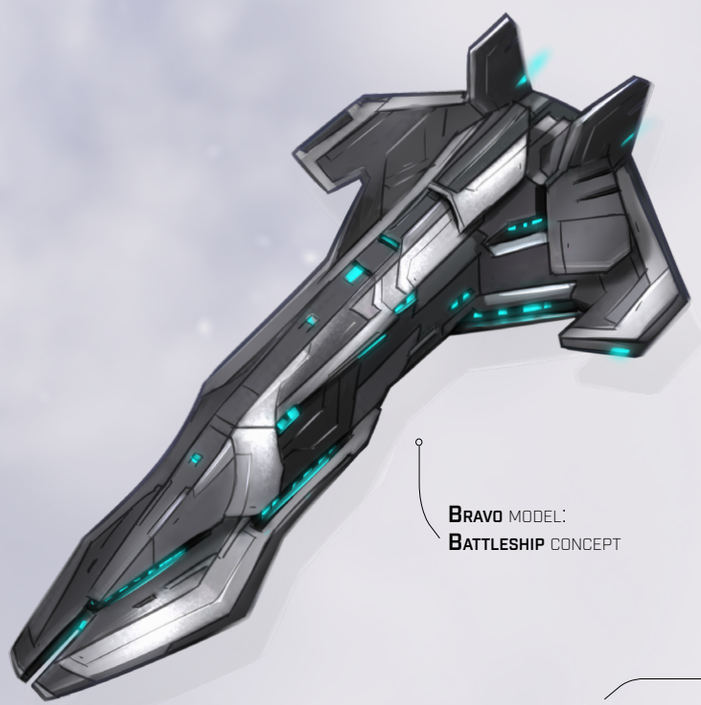
Bravo model:
Frigate concept



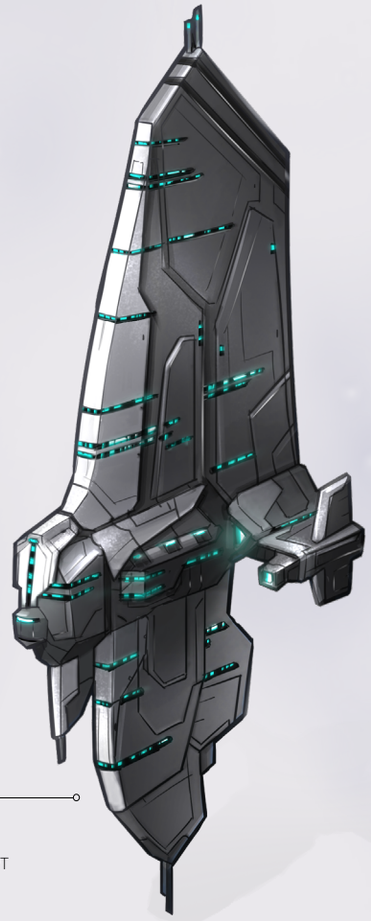
Bravo model:
Destroyer concept



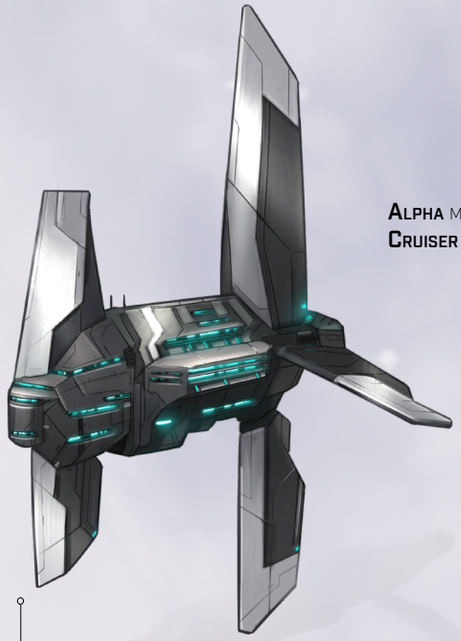
Bravo model:
Cruiser concept



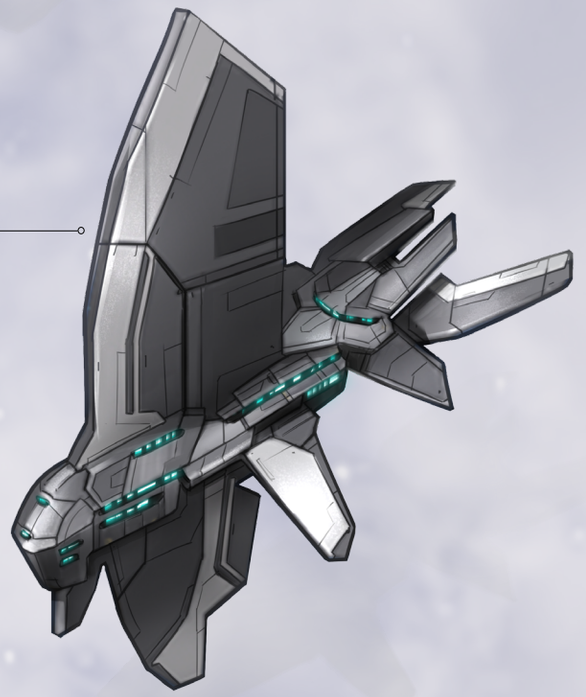
Bravo model:
Battleship concept



Alpha model:
Battleship concept



Alpha model:
Destroyer concept

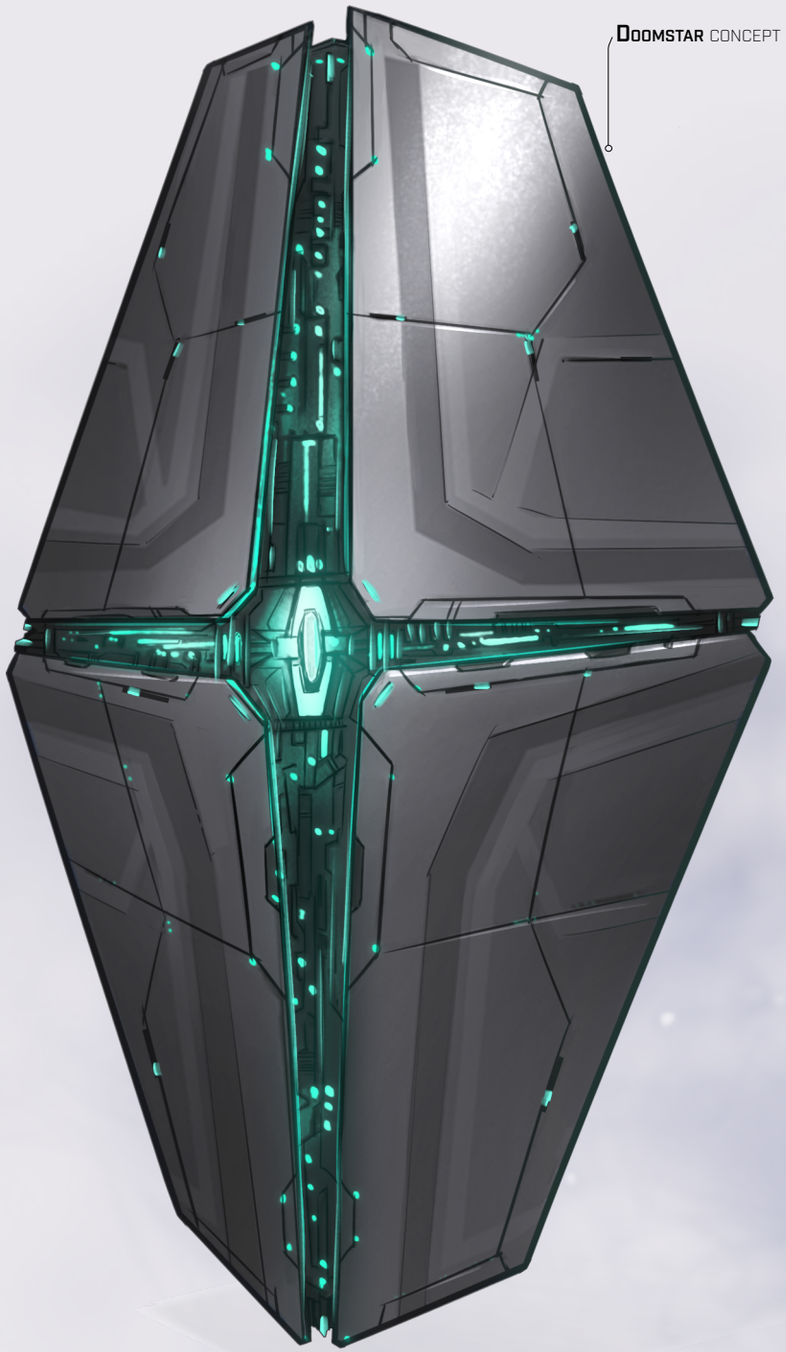


Alpha model:
Cruiser concept

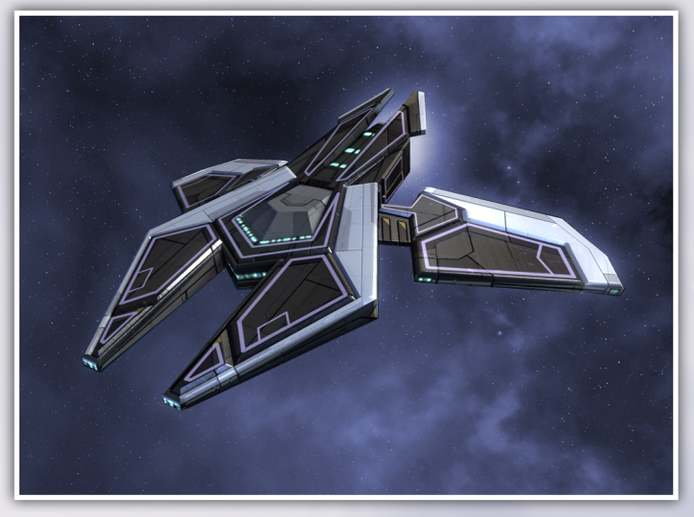


Alpha model:
Titan concept

Bravo model:
Titan concept



Doomstar concept



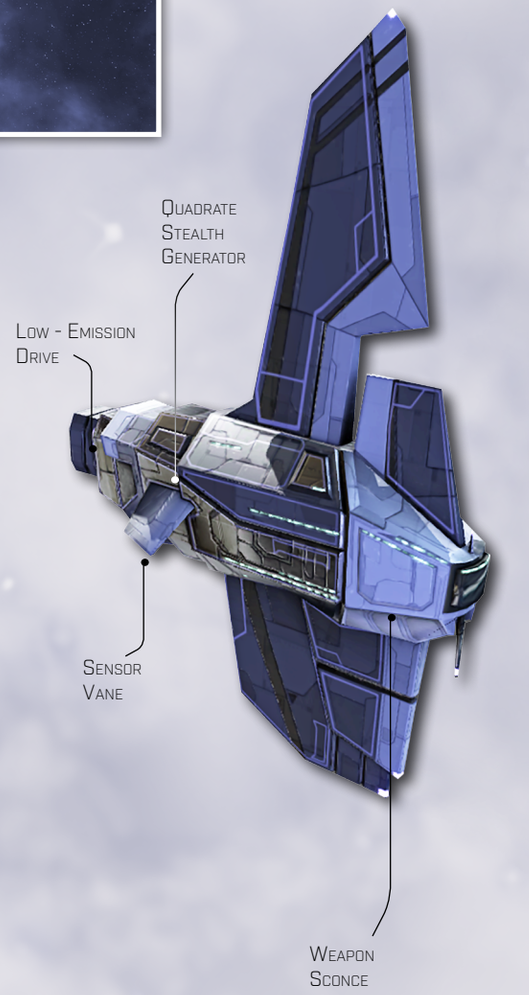
FRIGATE

LIGHTLY ARMORED STRIKER

The Darlok frigate-class ships are the first to boast the innovative "fin" design. From the front, these ships offer very little surface area for strikes to land.

They cut through the skies with impressive speed, whether fleeing from battle or flying into the fray.

The bravo model also has a thin frontal aspect, but spread horizontally rather than vertically.

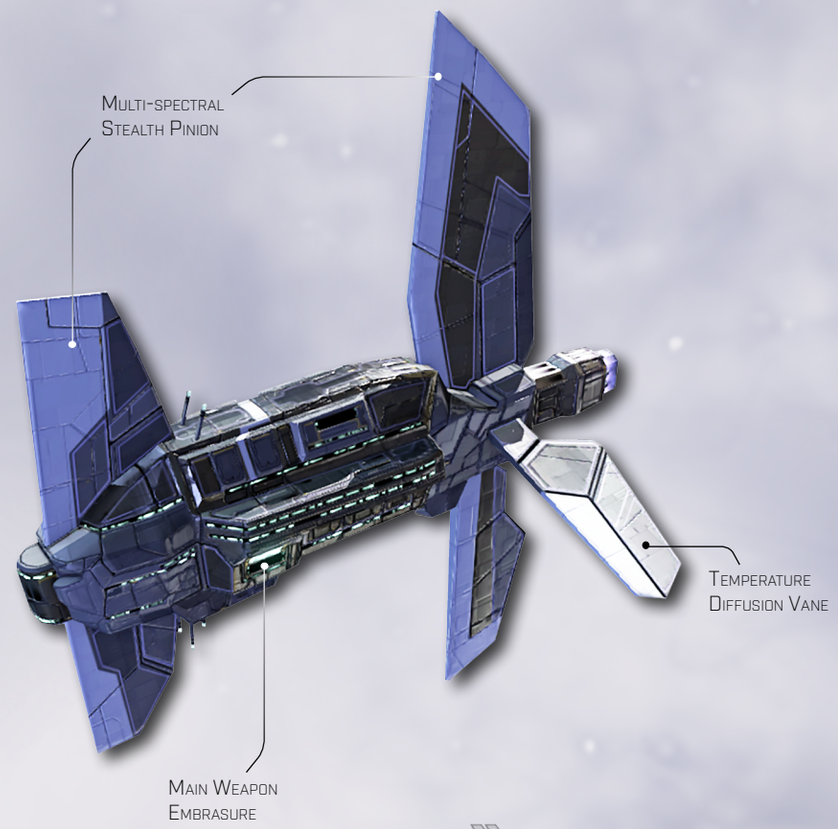


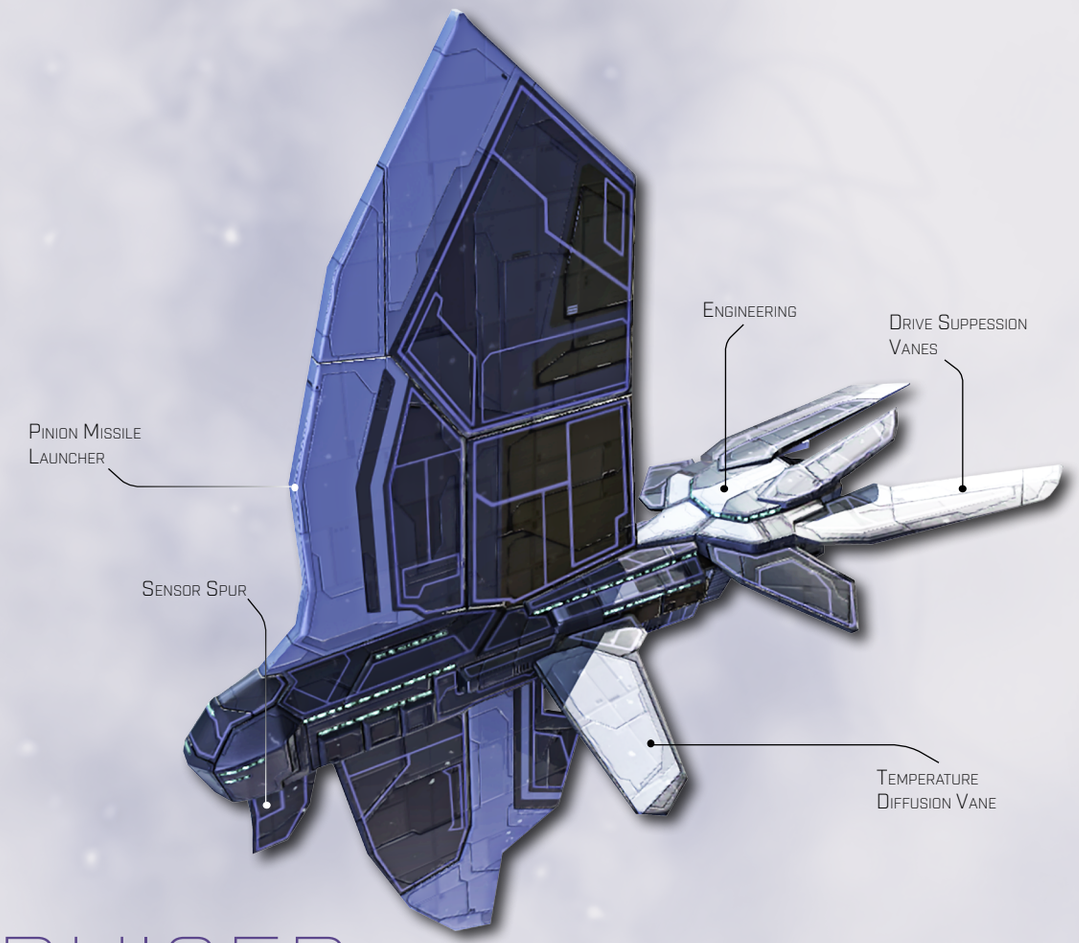
DESTROYER

FAST SUPPORT ESCORT

As the ships of the Darlok Cabal become larger, the amount of stolen materials that comprise them becomes more obvious. While the unmistakable Darlok "fin" pattern is present, the core of the ship is made from salvaged materials from many empires. Bravo-pattern ships use black panels to hide segments with salvaged parts.







CRUISER

MEDIUM COMBATANT

Darlok cruisers are among the fastest ships in the Cabal's fleet, often showing up as first responders when isolated Darloks are in danger. Cruisers have flayed rear segments that mask the exact location of salvaged engines. The bravo model of the cruiser prioritizes a sleek and more covert appearance.



BATTLESHIP

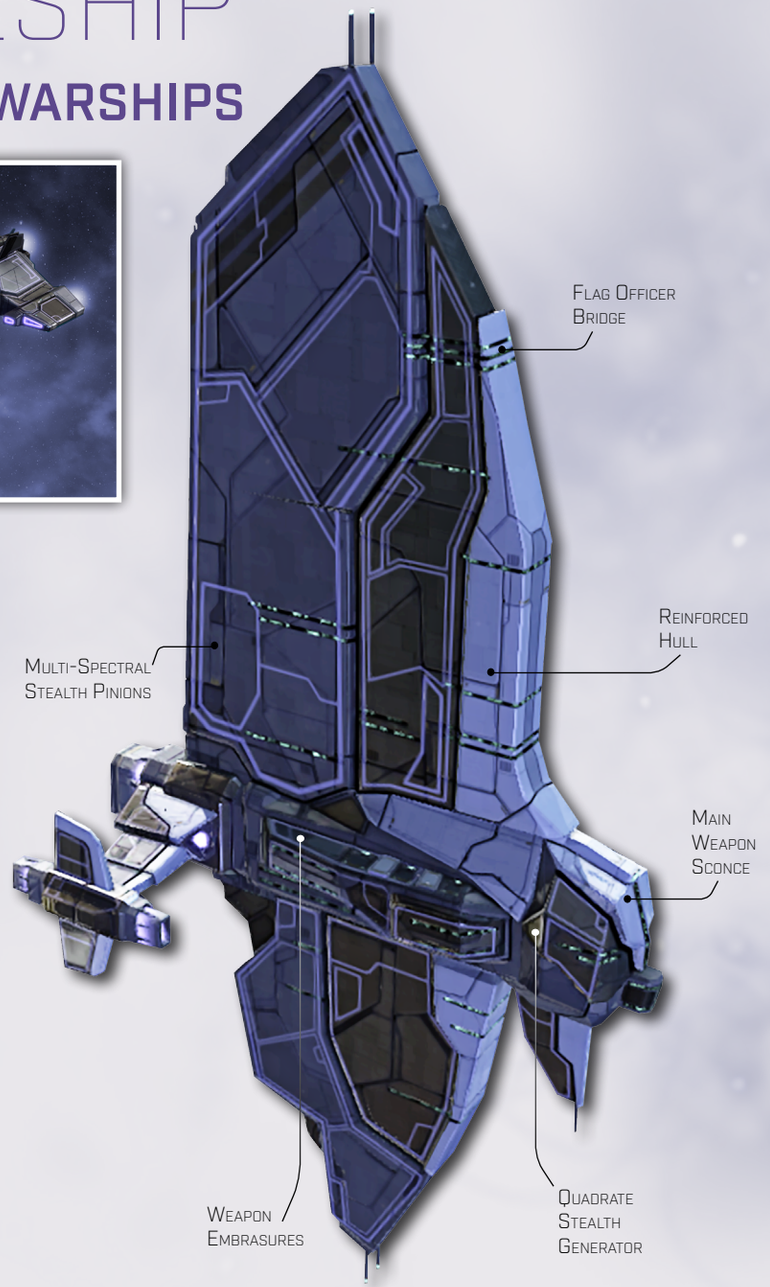
HEAVY FLEET WARSHIPS



The battleships of the Cabal have the largest "fins" in the fleet, housing many of the crew stations and weapon bays. However, enemies who focus their fire on the fin often lose sight of the equally deadly main body of the ship.

The increase in surface area often means that enemy attacks leave critical sections undamaged, leaving the battleship ready for retaliation.

Alternate designs for the battleship feature sharp edges and multiple "finned" panels.



TITAN

ARMORED DREADNOUGHT

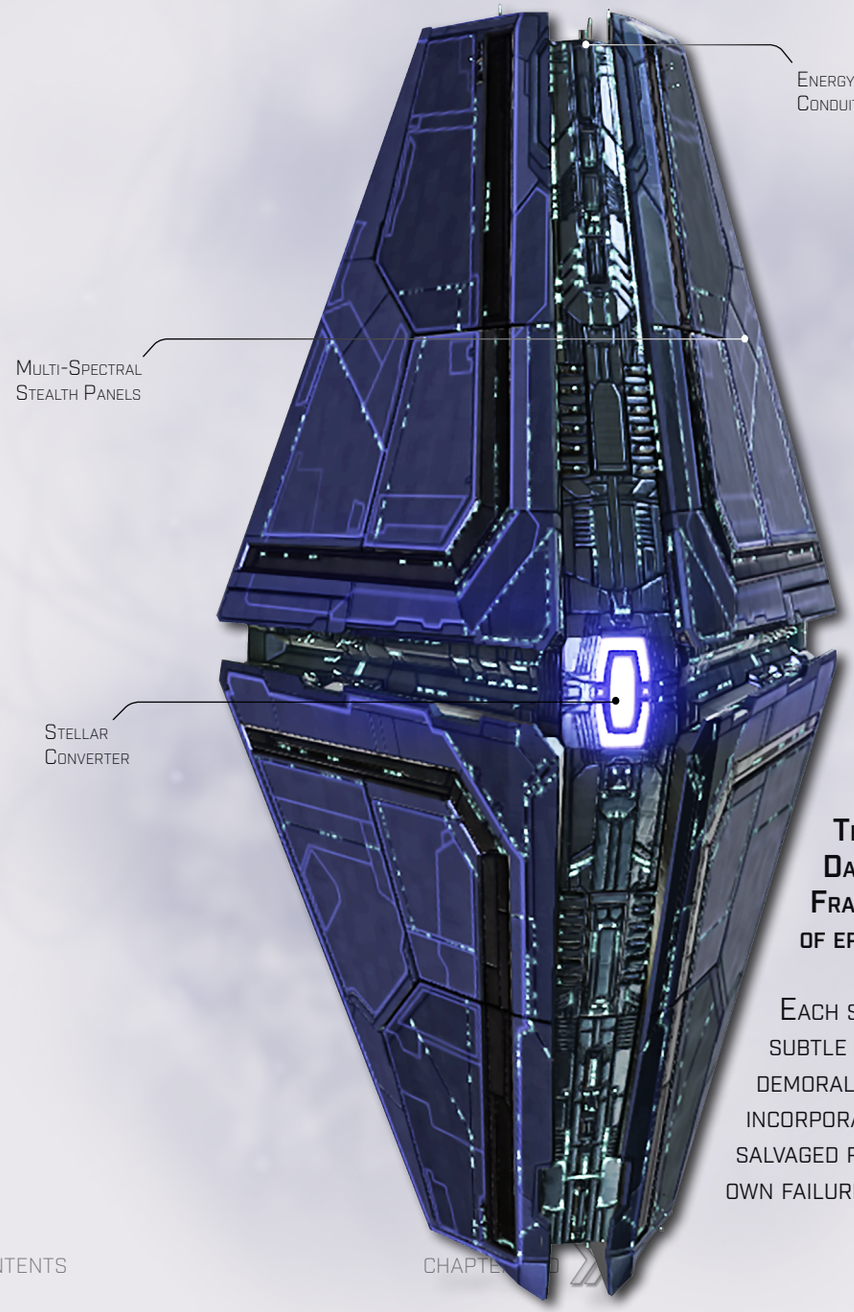




The Darlok titan-class ship is very close in configuration to the successful cruiser models so favored within the Cabal's fleet. The design of the smaller ship is scaled up drastically, with improvements where necessary. The bravo titan follows the trend of alternate designs that focus on stealth and covert appearances.

DOOMSTAR

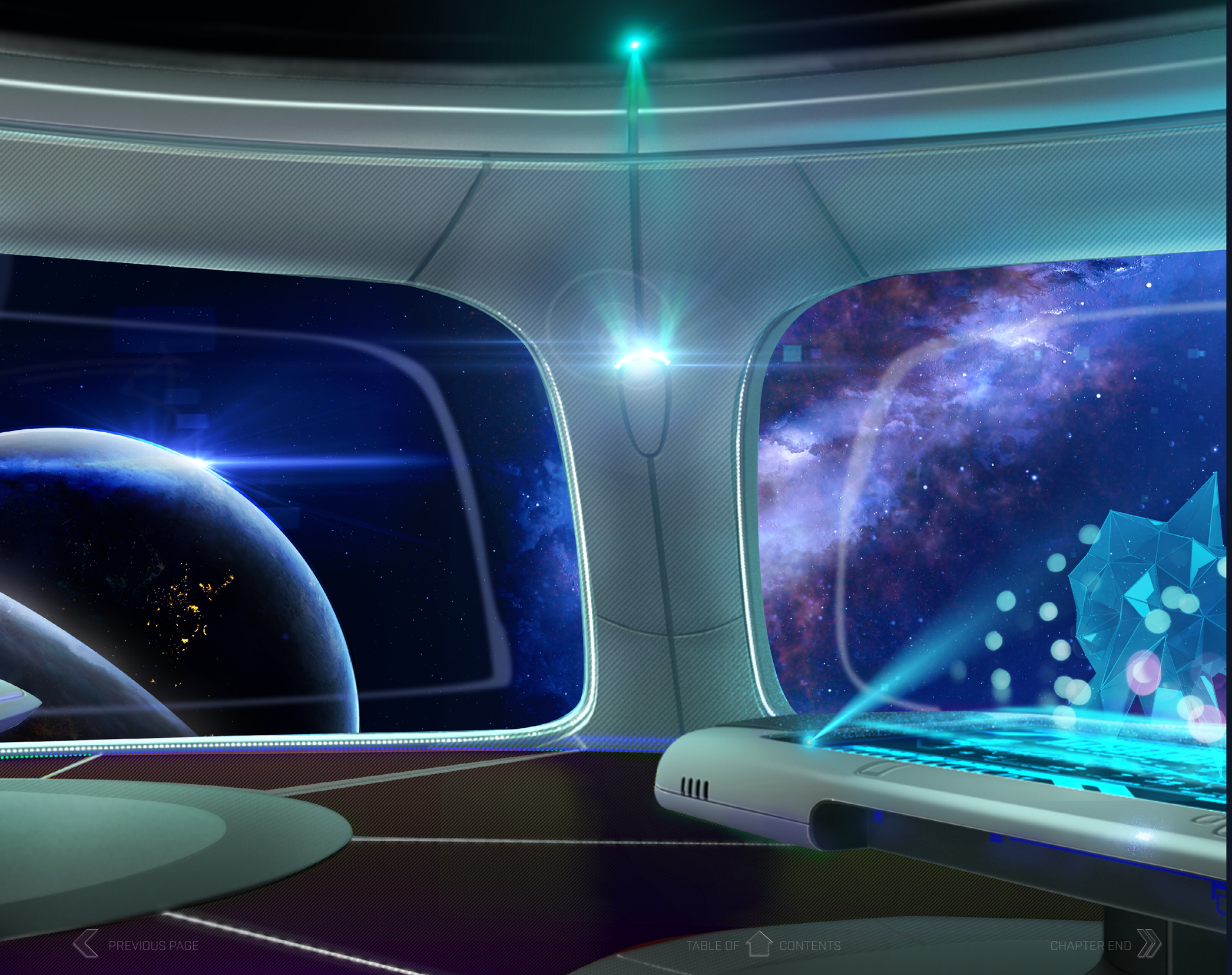
MOBILE PLANETOID STATION



The doomstar of the Darlok Cabal is a Frankenstein machine of epic proportions.

Each ship isunique in its subtle modifications, often demoralizing enemies by incorporating the salvaged remnants of their own failures.





THE HUMAN REPUBLIC

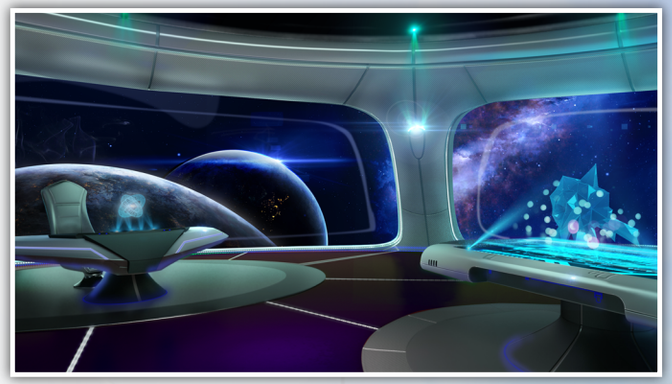
CHARISMATIC, PROUD, DETERMINED

The Humans are the charismatic underdogs of the galaxy... or at least they would like you to believe that. The Republic of Sol and the citizens of Earth may be popular and sociable, but accepting them as harmless can be a fatal mistake. The Humans can be cunning in war, although they can also sometimes be conniving to the point of self-destruction. Those who choose to play as the Humans will have the option of making use of their amicable nature as diplomats or their brazen military ambitions.









PRESIDENT

LEADER OF THE REPUBLIC

The President of the Human Republic has come to serve as a unifier for the diverse population of humanity. The President is elected by the people, and while the race can often be close and divisive, upon election the President serves to bring together the various factions. Local and regional governments still hold much of their historical autonomy, but the Leader of the Republic is truly the face of Humanity. The President may not have absolute control across all branches and services of the Republic, but his or her word is ultimately what incites war or facilitates peace.

VOICE ACTOR: JOHN DE LANCIE



VICTORYIA

PERSONAL ADVISOR TO THE PRESIDENT

A child prodigy hailing from Earth, Victoryia was an accomplished Olympic athlete for her Region. In this highly publicized role she became a tool of propaganda; at the same time, she was serving as a highly effective successful intelligence agent. Approached by many businesses and agencies for her intellect and experience, she joined the campaign of the current President because she truly believed in his message. Victoryia is a priceless asset to the regime, devoting her connections and experience to furthering the agenda of the President.

VOICE ACTRESS: KARI WAHLGREN





HUMAN

ESPIONAGE

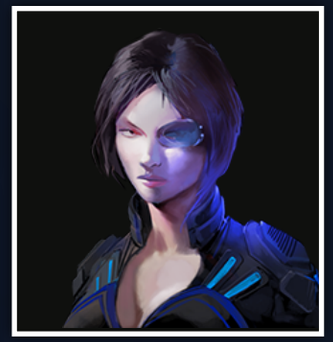
The charismatic Humans excel at espionage, using their natural gifts of persuasion to charm their way into secure facilities and navigate bureaucratic red tape. Those who operate under the Republic's official umbrella of Psy-Ops are elite spies, assassins, thieves and hackers. Espionage agents also operate in above-the-table operations, supporting embassies and military outposts across the galaxy.

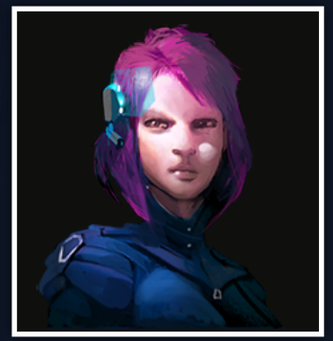
Humanity excels when working together and the official espionage program may be the best example of coordinated regional efforts to benefit the Republic. Humans are hard-wired to communicate and share information, making anyone from the lowest office worker to the highest-ranking diplomat an asset to the Psy-Ops program on occasion.



















SOL

HOME WORLD OF THE HUMANS

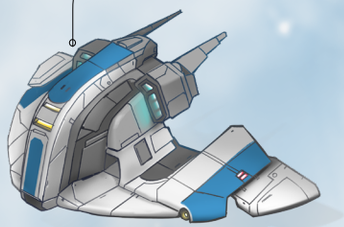
Sol, otherwise known as Earth to the Humans who inhabit it, is a world that carries its scars and marks of determination as badges of honor. Where the Humans themselves damaged their planet almost beyond repair through ancient petty wars, there is now regrowth. Where the Humans nearly lost their battles with outsiders, there is now resolve. Sol is a part of the Human identity and an icon of perseverance even in the face of bleak odds.

The capital city of Sol rotates; upon election, each new President chooses its location. It is a high honor for any city, and in turn boosts tourism, industry, and commerce in the area. The cities of Sol showcase the diversity and culture of the Human race. Visitors from across the galaxy come to listen to the songs, gaze upon the architecture, and sample the varied cuisines of Humanity.

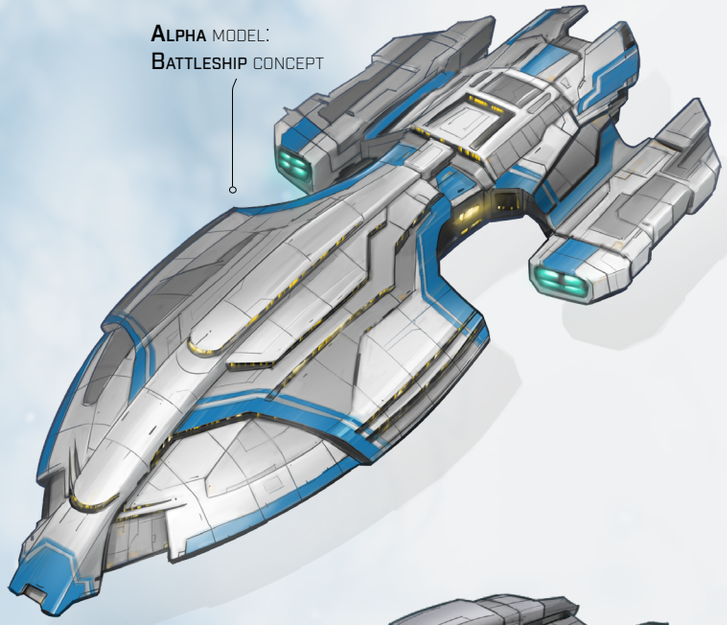
Humanity will always remember where they came from, even as their domain stretches far across the galaxy. The concept of home includes reverence for the way that things were, for the stories of your ancestors, for the history of your people. The lessons that the fledgling Human Republic learned from their more precarious days on Sol remain with them even as they become power players in the crowded galaxy.



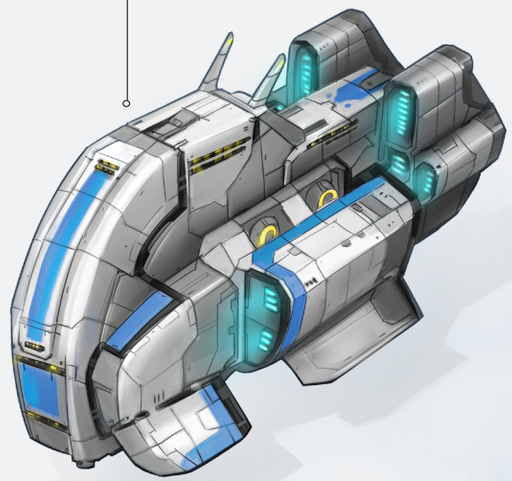
Alpha model:
Frigate concept



Alpha model:
Battleship concept



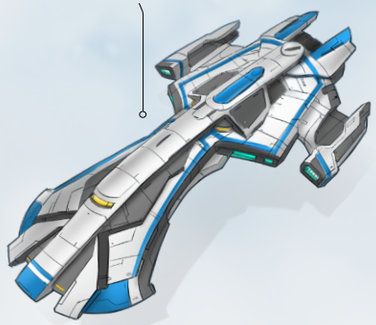
Bravo model:
Cruiser concept

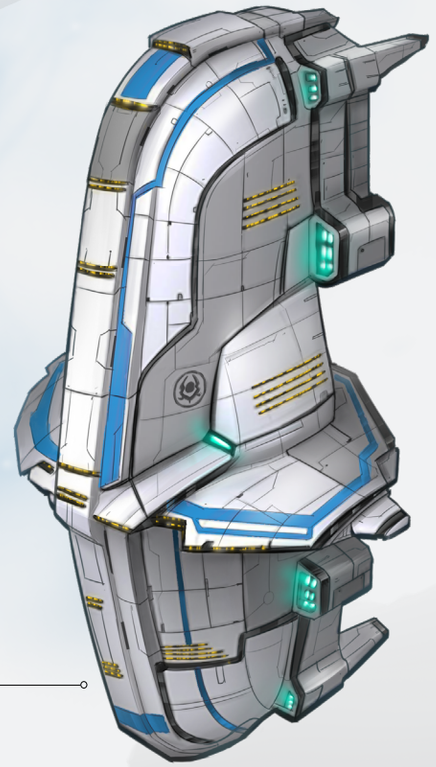




Bravo model:
Destroyer concept

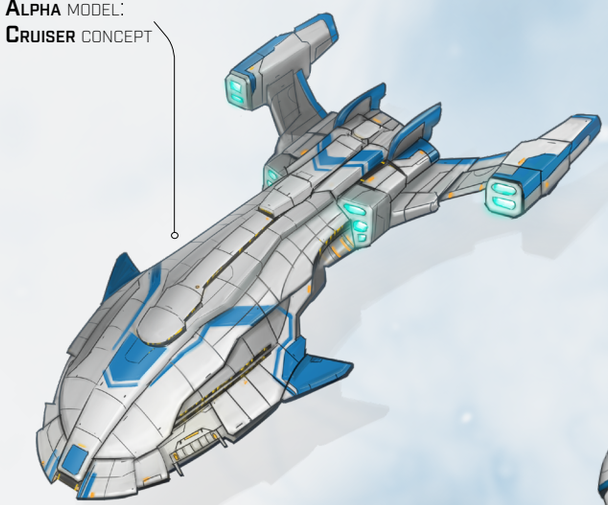
Bravo model:
Frigate concept





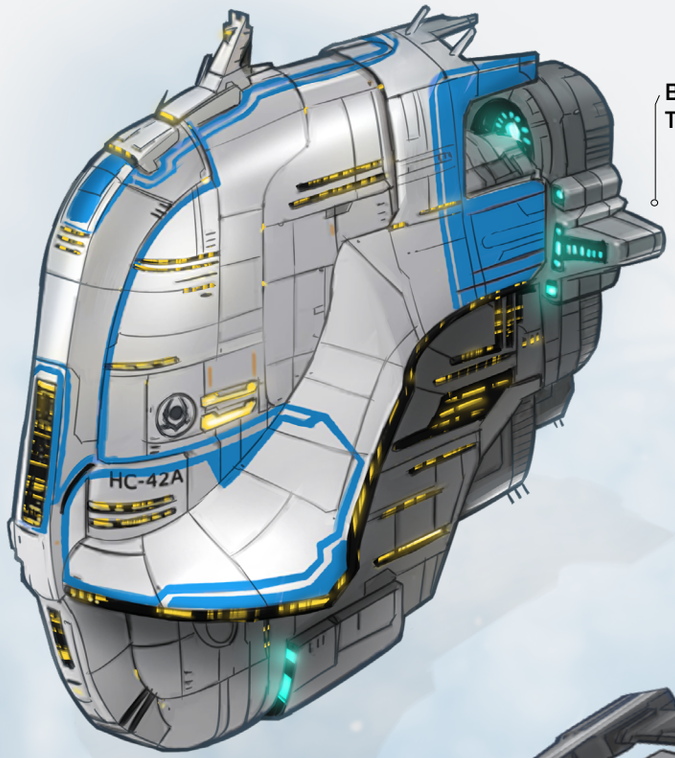
Bravo model:
Battleship concept

Alpha model:
Cruiser concept

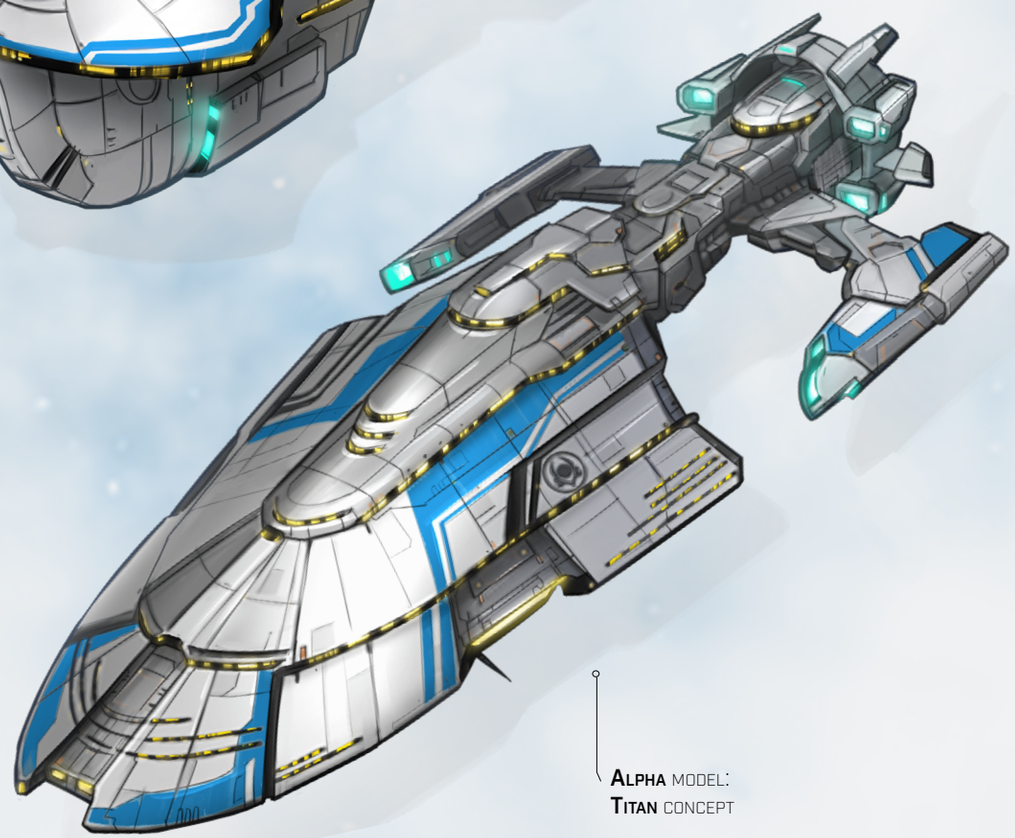




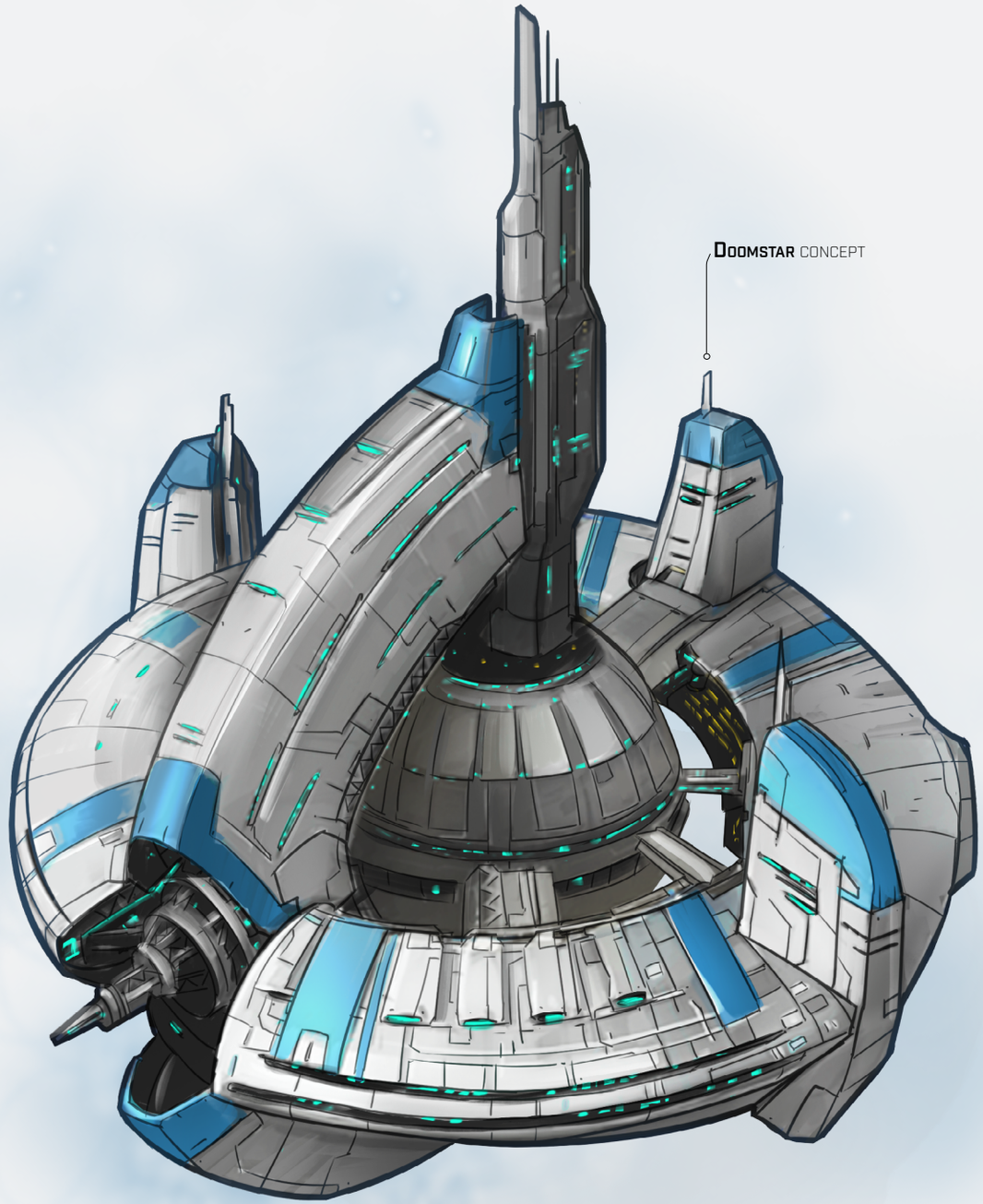
Alpha model:
Destroyer concept



Bravo model:
Titan concept



Alpha model:
Titan concept

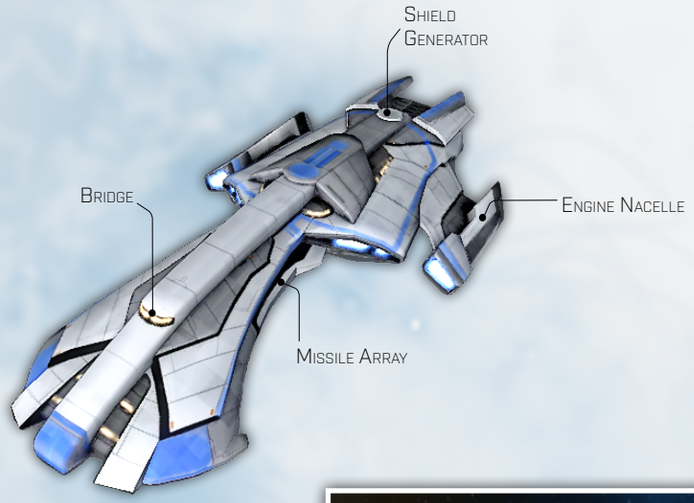


Doomstar concept

FRIGATE

LIGHT ARMORED STRIKER

Human frigates are a common sight as they escort traders, politicians, and scientists across the galaxy. Far from helpless, the small ships are nimble and efficient in battle, often making quick work of those who underestimate them. Alternate models of ships are even more compact, as demonstrated by the illustrated Bravo model.



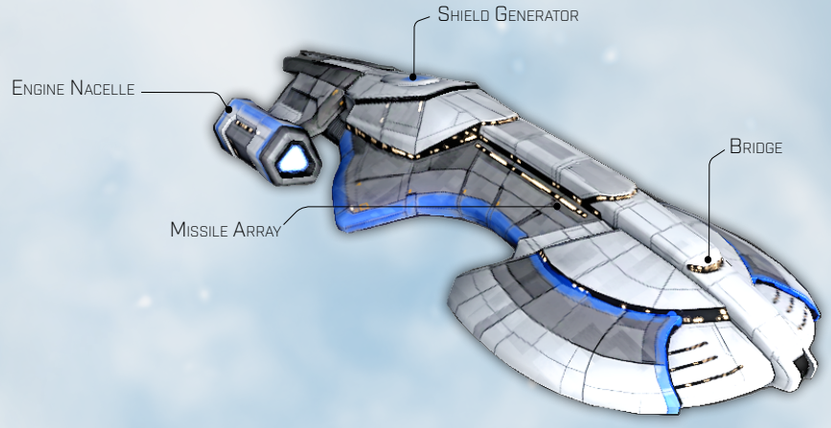




DESTROYER

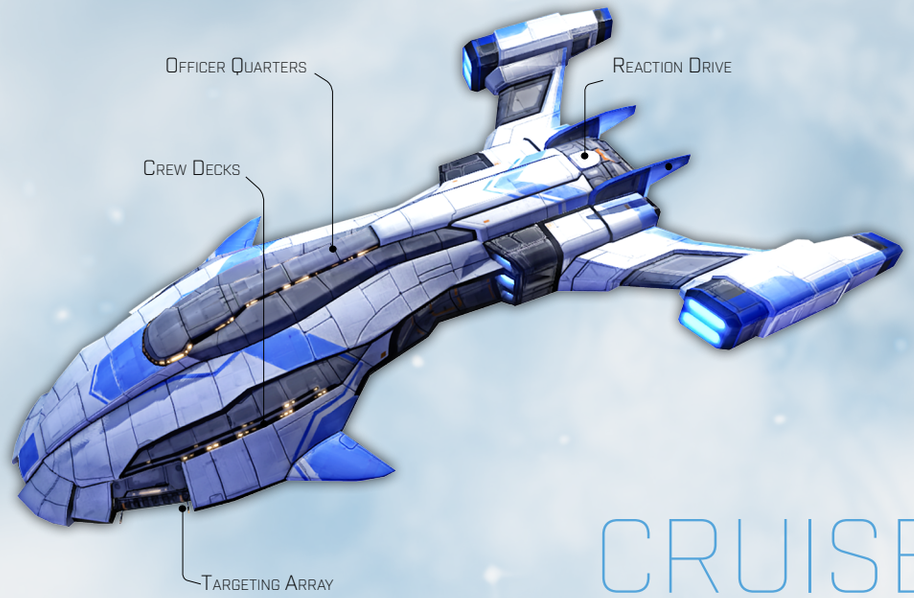
FAST SUPPORT ESCORT

Human destroyer-class ships are double-edged swords: an inviting and classic design that is at once a greeting and a threat. Human ships are designed to lend an air of prestige and command respect from peers and enemies alike. Bravo model ships have a more conventional design with fewer rounded edges.







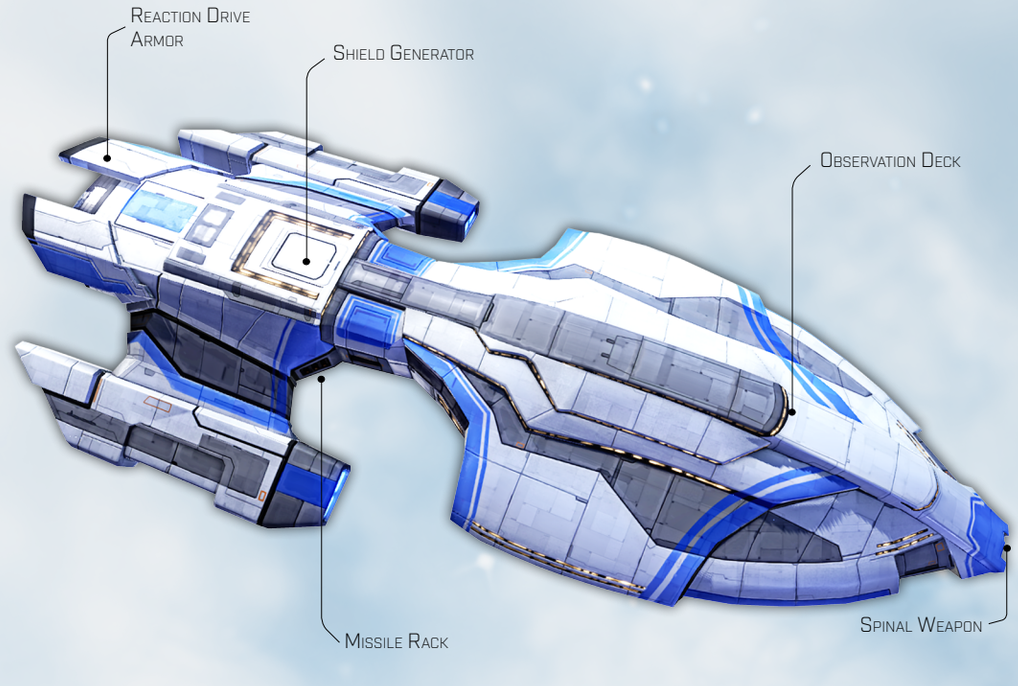


CRUISER

MEDIUM COMBATANT

The cruiser of the Human Republic is iconic. Originally designed by one of Earth's premier architects, the ship has now come to represent the beauty, might, and ambition of the Republic. The bridges of cruiser-class ships have seen many ambassadors, commanders, and even Presidents. The designs of the bravo models are more simplistic, aiming to bring focus back to functionality over aesthetics.





BATTLESHIP

HEAVY FLEET WARSHIP

Familiar curved edges and twin engine nacelles that were first seen on cruiser designs give the Human battleship a familiar, but much more powerful, identity. Crew accommodations are surprisingly comfortable—practically a luxury liner in comparison to the ships of other races.

Bravo models of the battleship are radically different from their standard counterparts.

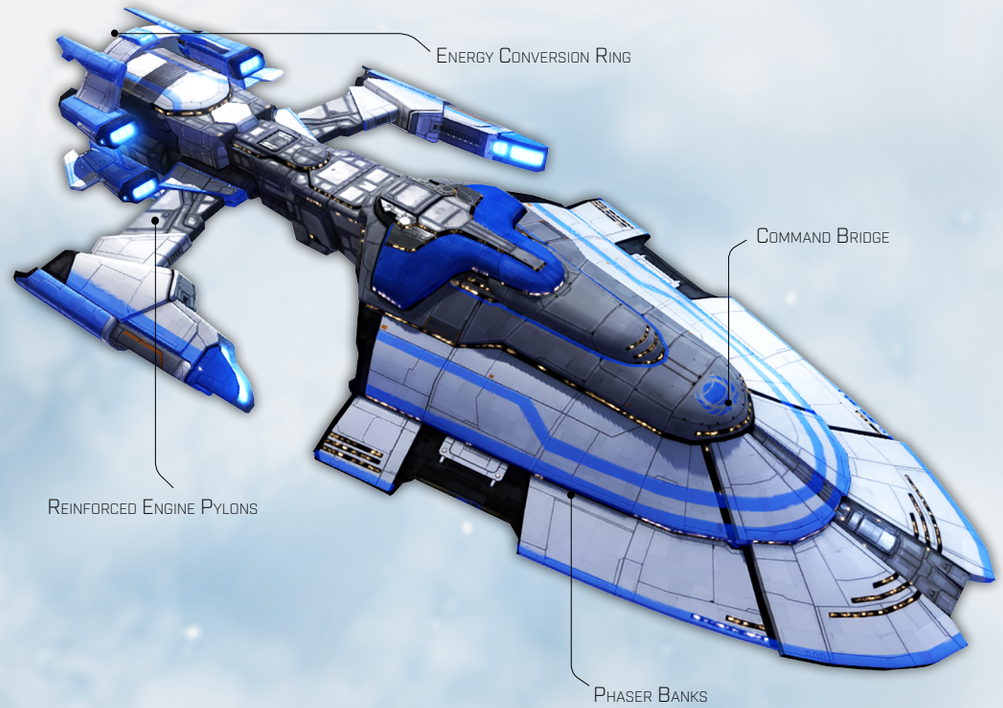


TITAN

ARMORED DREADNOUGHT

The Human titan-class ship is the product of military strength meeting conscious design. The titan is meant to evoke impressions of respect, honor, and reverence. While not as outright terrifying as other races' titans, the Humans have, nevertheless, found a way to remind enemies that the diplomats have no fear of war. The bravo model is configured to emphasize survivability in battle.

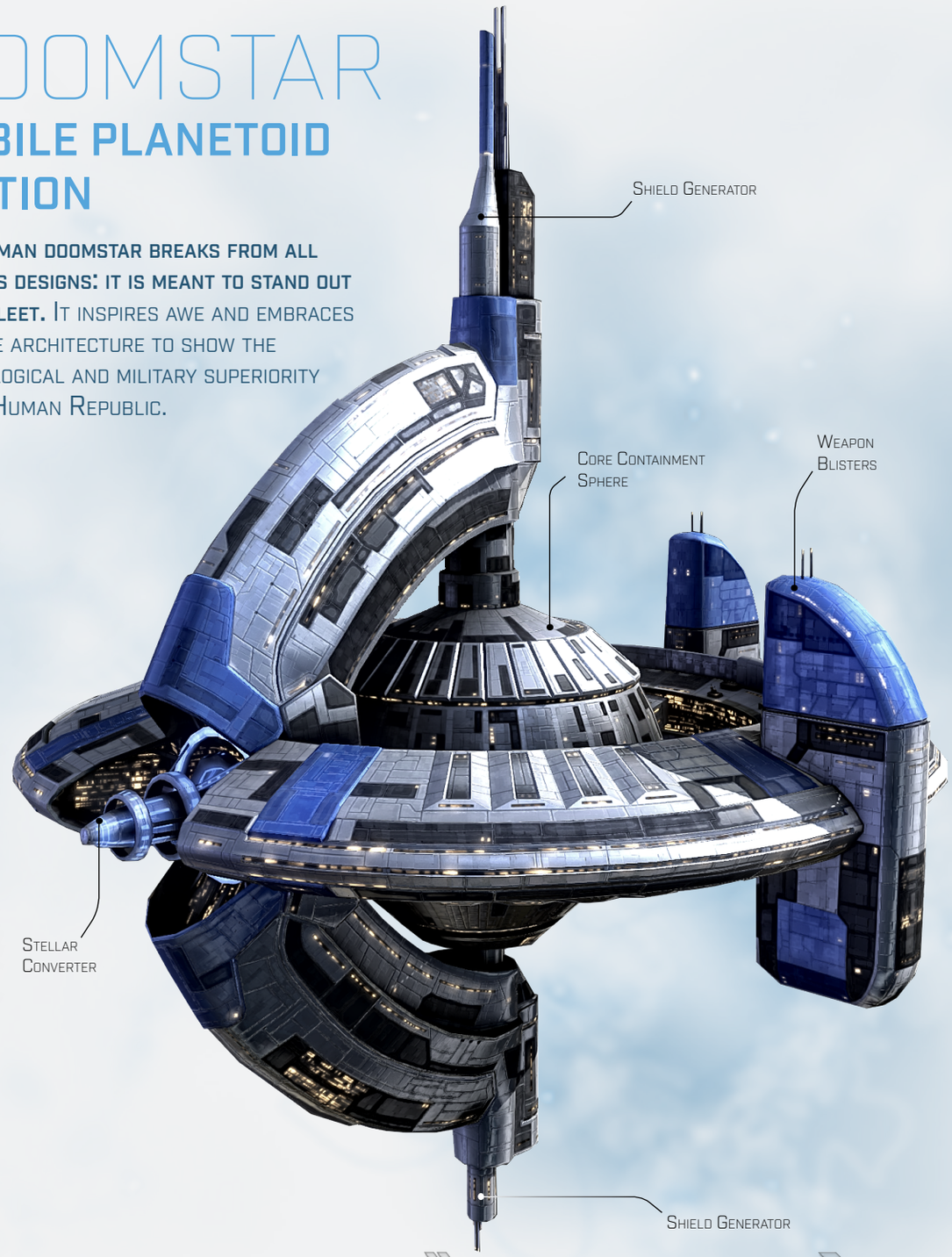




DOOMSTAR

MOBILE PLANETOID STATION

The Human doomstar breaks from all previous designs: it is meant to stand out in the fleet. It inspires awe and embraces a unique architecture to show the technological and military superiority of the Human Republic.







THE KLACKON HIVE

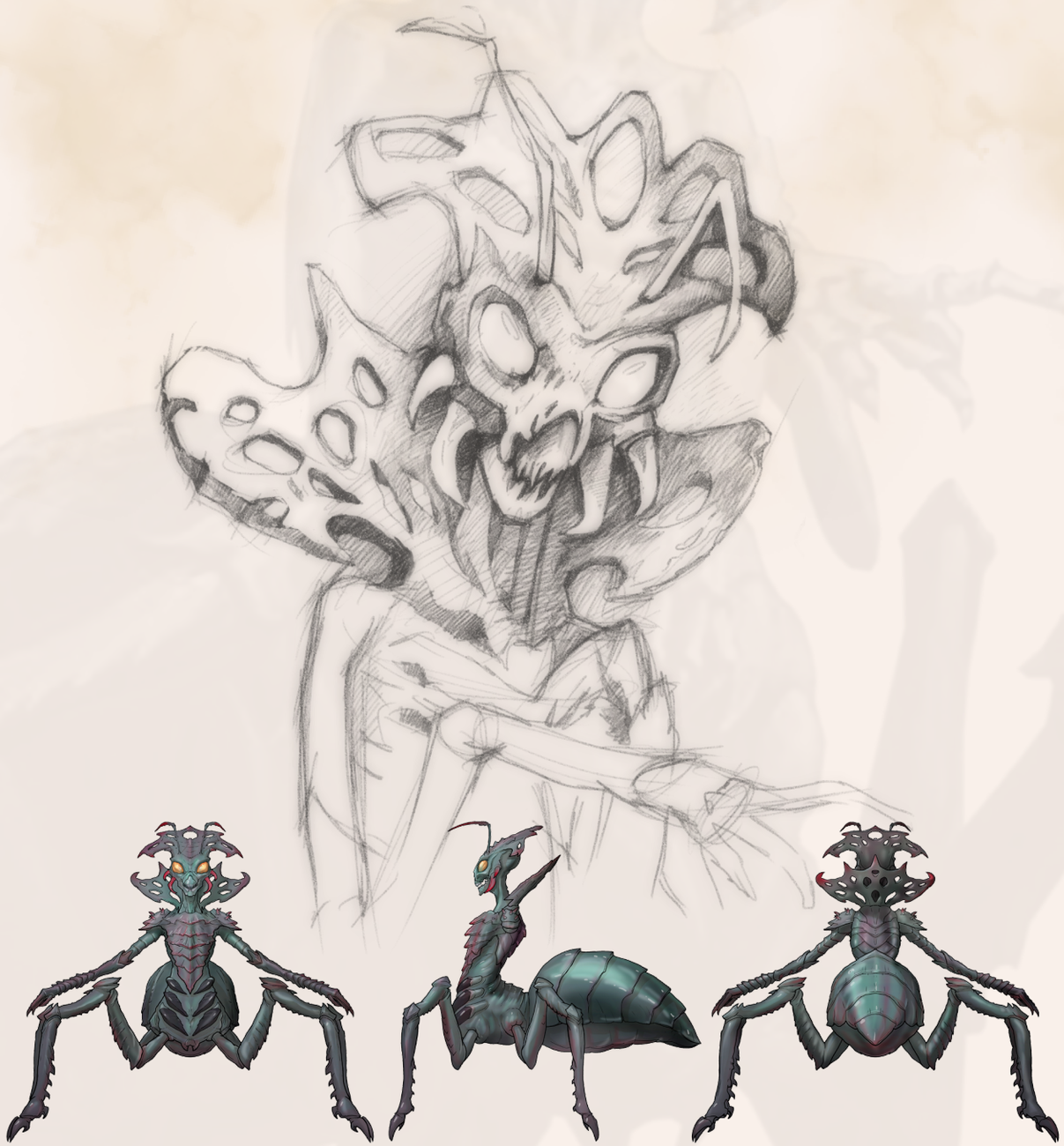
UNITED, HARMONIOUS, FOCUSED

The Klackon are a good fit for those whose playstyle emphasizes rapid production. The single-minded nature of the Klackon Hive makes them extremely efficient at manufacturing, and they are a favorite among ambitious players.

The Klackon care relatively little about the rest of the galaxy, instead preferring to devote their focus wholly onto the needs of the Hive.

They will expand as far as the Hive requires, taking what they need to sustain their impressive empire... by force if necessary.









QUEEN

HIVE LEADER

The Queen of the Hive is absolute in her resolve to the interests of the Hive. Completely in tune with her people, the Queen reigns with the peace of mind which only comes from total accord on a biological level.

The unitary consciousness of the Hive leads to a peaceful domestic front but, increasingly, galactic affairs interfere with the tunnel vision of the Klackon Queen.

Her perspective must remain on the Hive in all matters and even a momentary vacillation can cause her to be forcibly removed from office. It must never be forgotten: the Hive does not serve the Queen, the Queen serves the Hive.

VOICE ACTRESS: JEAN GILPIN



FUSCA

THRALL TO THE QUEEN

Fusca was born of the same egg clutch as the Queen, and may even have served as ruler of the Klackon if the birth order had been slightly different. As it stands, Fusca serves the Queen devotedly and borderline obsessively. His commitment to serving the Queen is more passionate than even the mandates of the Hive require.

Fusca has trained to know the Queen better than he knows himself, and serves her wills and needs before his own. It has been this way since birth and he neither knows nor wants any other existence.

VOICE ACTOR:
TROY BAKER



KLACKON

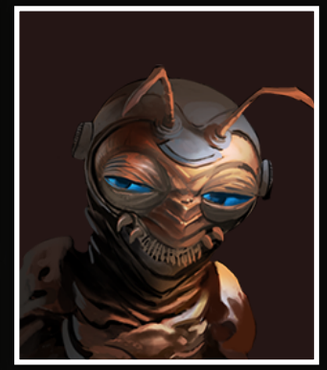
ESPIONAGE

Devoted to the success of the Hive and unwavering in their loyalty, the Klackon make steadfast spies for the Klackon Empire. Klackon spies are not at risk of betraying the Queen and are biologically compelled to make their secrets known to fellow Klackon. They may lack traits which are conventionally seen as beneficial to espionage efforts, but their relentless loyalty and efficiency make them crucial assets to the success of the Hive on the galactic stage.

The Klackon's spy program is broken into two basic divisions: the Handlers and the Scouts. Handlers are an aggressive group often found swarming lightly defended outposts, dismantling key locations from beneath the surface, and inciting rebellions with unique pheromone-based warfare. Scouts focus on reconnaissance and surveillance efforts. The key element of Klackon espionage is the element of surprise, especially when paired with their overwhelming numbers.

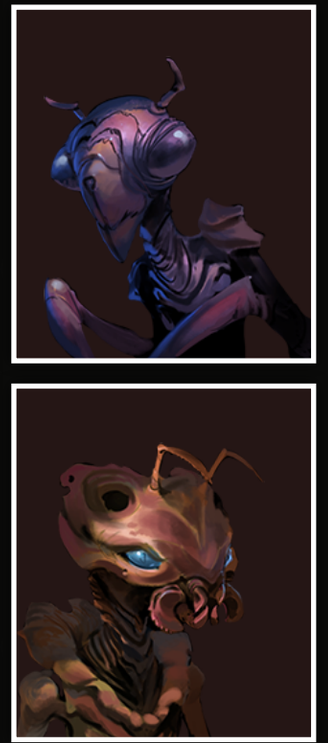














KHOLDAN

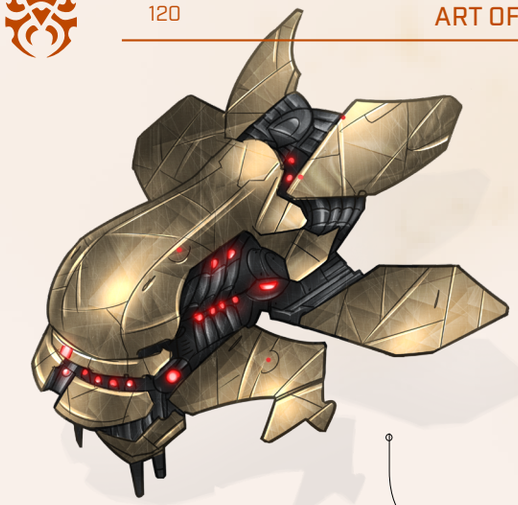
HOME WORLD OF THE KLACKON

Amber sands whip across the face of Kholdan, giving the impression of a starkly beautiful but empty wasteland. However, beneath the surface, tunnels buzz and teem with unceasing activity. The insectoid Klackon have built an impressively complex civilization in the cavernous interior of the planet. Kholdan spins madly through the universe, boasting incredibly quick solar cycles that suit the hectic and efficient workdays of the Klackon race.

Metztli is the largest city on Kholdan and hosts the seat of the Queen. Metztli is unique in that, although it is built primarily underground, it also extends, above the surface with spiraling towers of sturdy rock. The city is centrally located in the tangle of tunnels that connect the major cities of Kholdan. The Queen's Nestis an ancient den that has seen the births and reigns of countless Queens.

The Klackon are an anomaly in the bustling and expanding universe. Even as they grow and their reach expands, the Klackon remain completely in harmony with one another. Without any hint of domestic unrest or turmoil, the Klackon keep their sights on expansion. To provide for the Hive is the greatest honor, and the interests of the Hive are the interests of every individual. Kholdan is where the Hive took their first steps together, and now they are ready to take their unified vision to the stars.

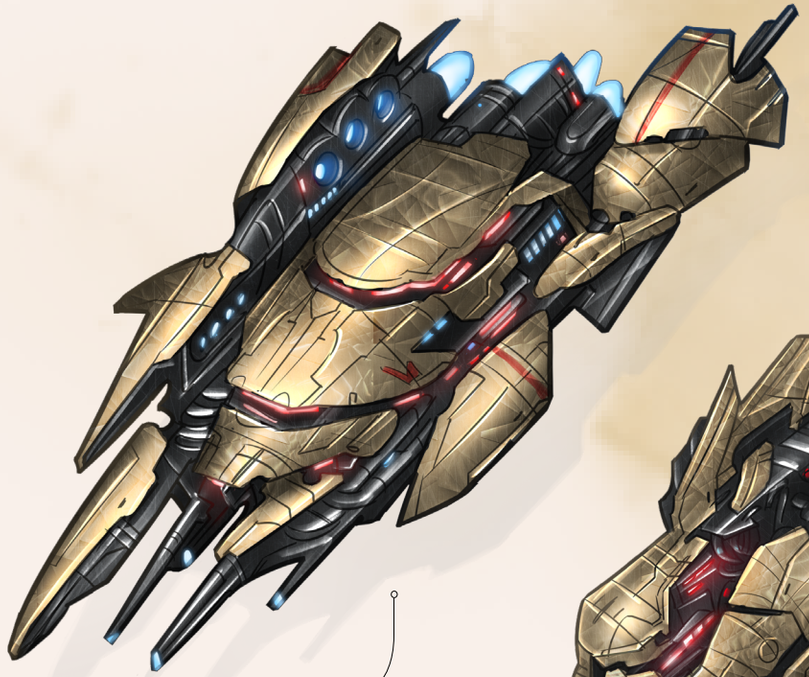




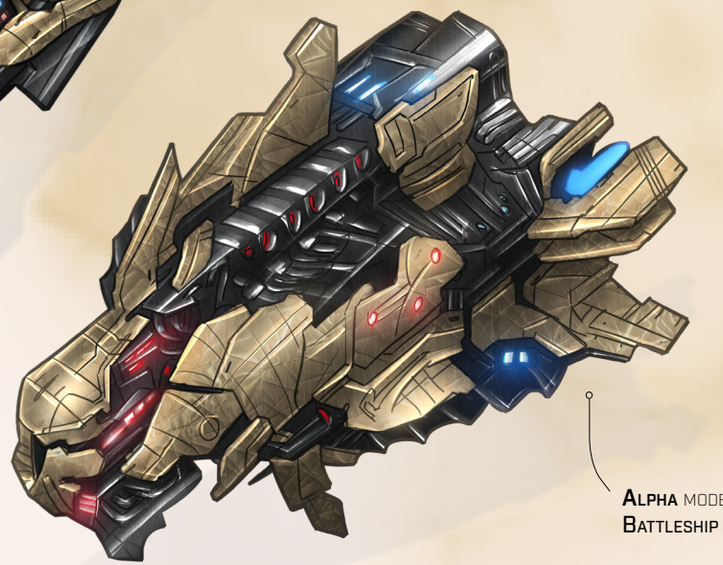
Alpha model:
Frigate concept



Bravo model:
Frigate concept

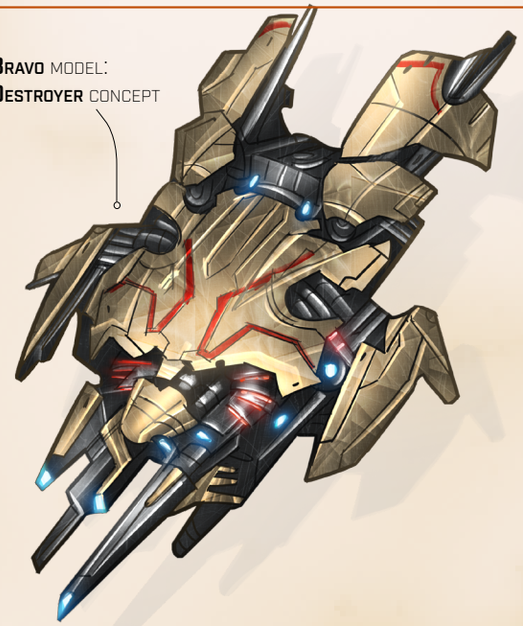


Bravo model:
Battleship concept



Alpha model:
Battleship concept

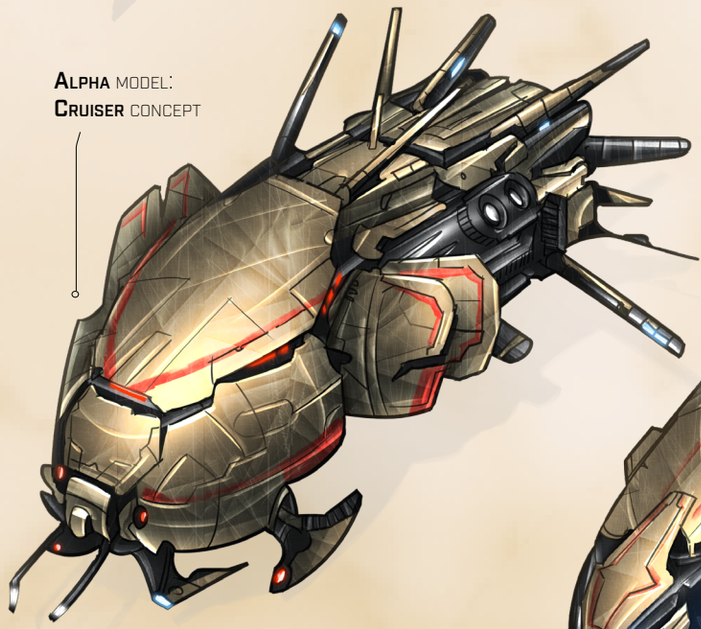
Bravo model:
Destroyer concept

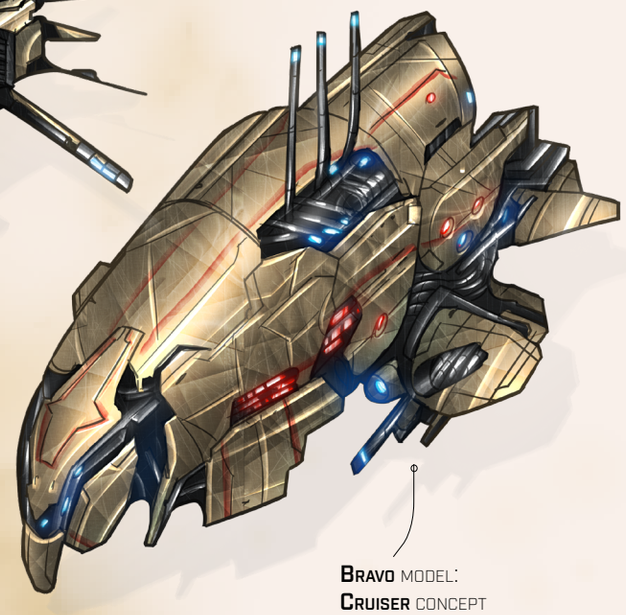




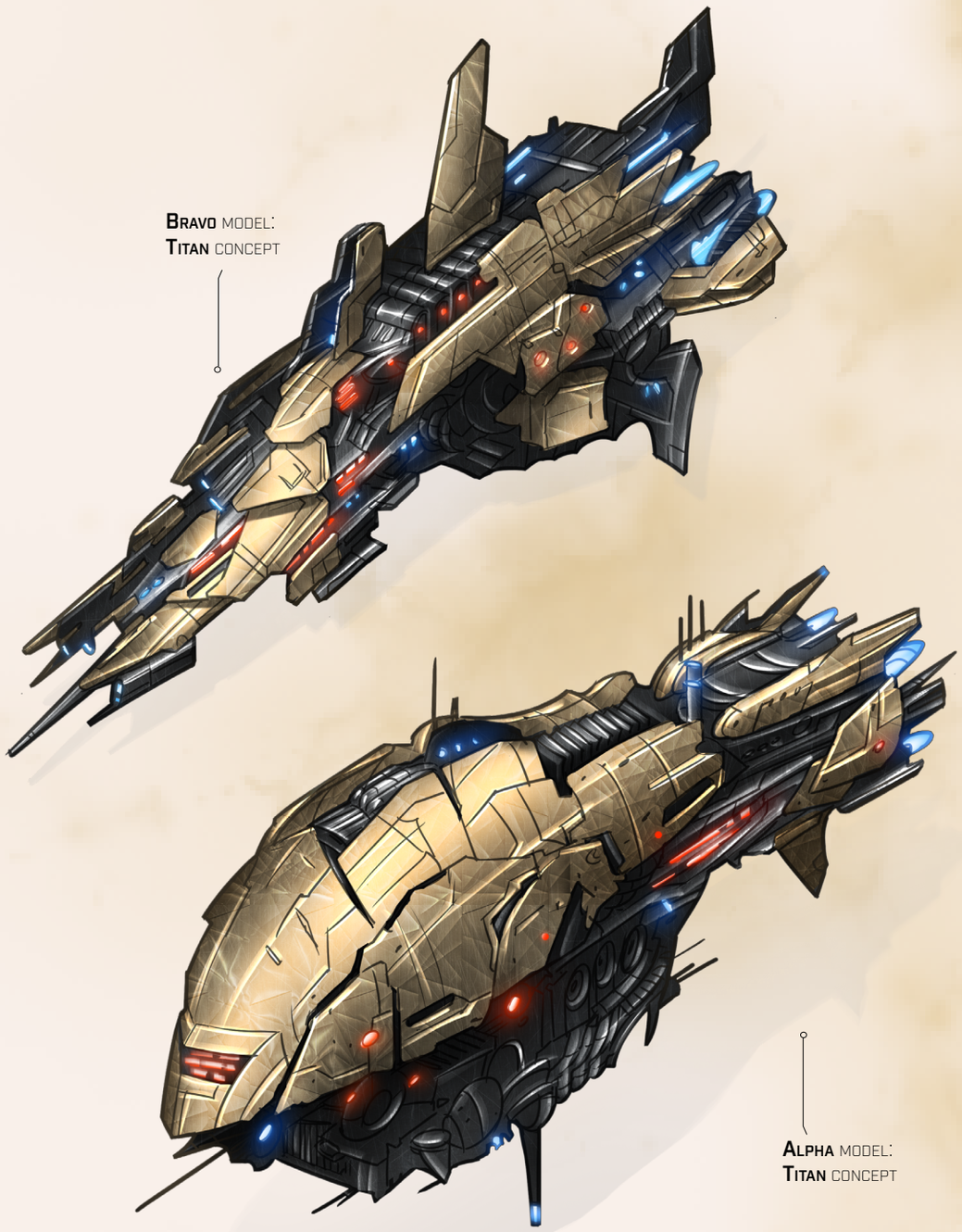
Alpha model:
Destroyer concept

Alpha model:
Cruiser concept





Bravo model:
Cruiser concept



Bravo model:
Titan concept

Alpha model:
Titan concept

Doomstar concept





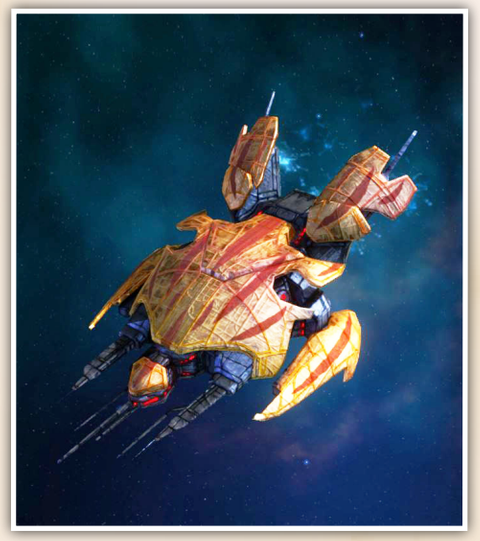


FRIGATE

LIGHT ARMORED STRIKER

All Klackon ships are a combination of grown and mechanical parts. The frigate-class ships are the smallest and most exposed of the ships, with the metallic pistons and highly durable tendons working in perfect unity.

Bravo model ships have a series of smaller shell segments rather than the Alpha's heavier panels.

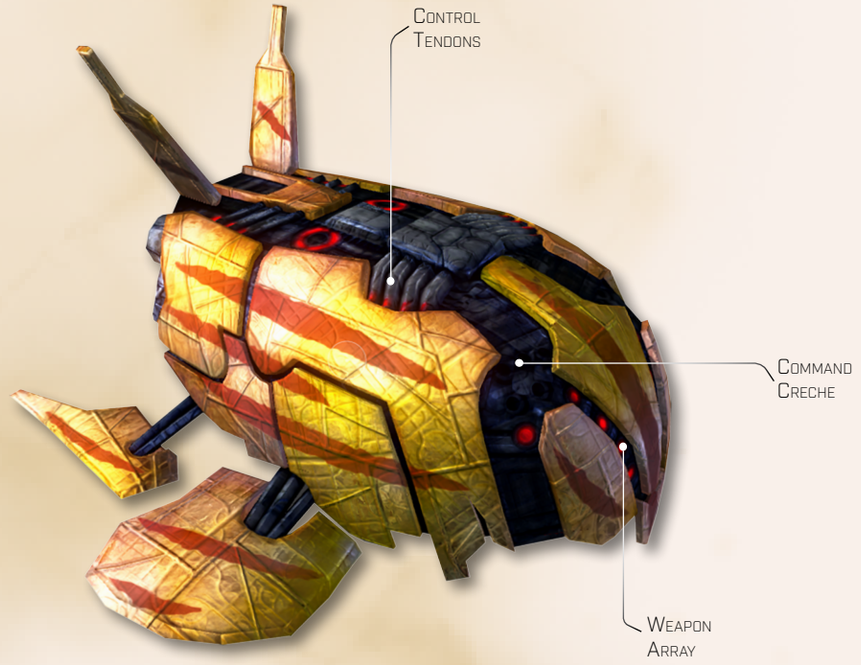


DESTROYER

FAST SUPPORT ESCORT

The destroyer-class ships are devastating agents in the powerful Klackon fleet. Destroyers are quick and lethal in combat, their projecting external components useful in both defense and offense.

The alternative designs for the destroyer are less elegant and more chaotic in appearance.

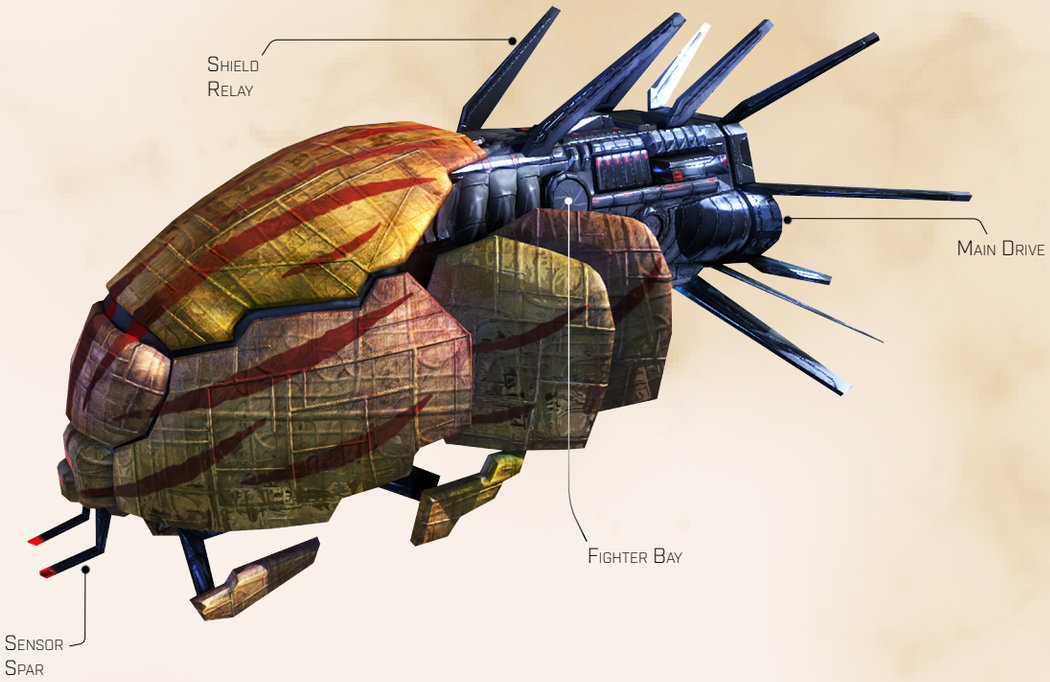


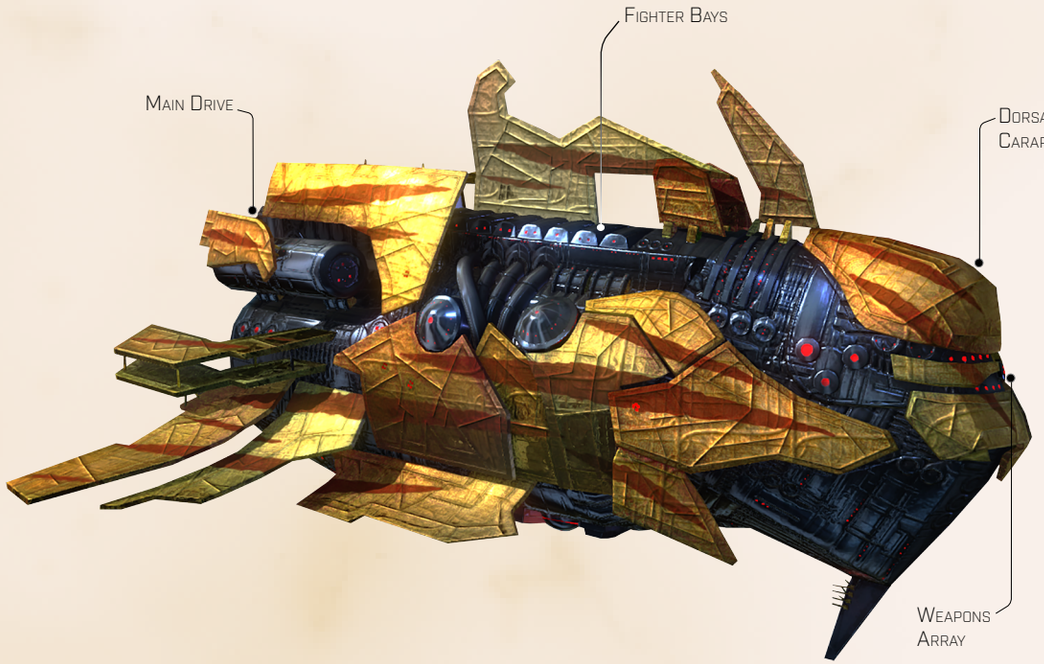
CRUISER

MEDIUM COMBATANT



Klackon cruisers have a heavily armored shell on the forward hull, making them favorites in highly aggressive head-to-head combat. Grown components of the ship are primarily hidden beneath the sturdy shell, with more mechanical and automated systems located near the rear of the ship.The bravo designs are even more resiliant than the alpha versions of the cruiser.







BATTLESHIP

HEAVY FLEET WARSHIP

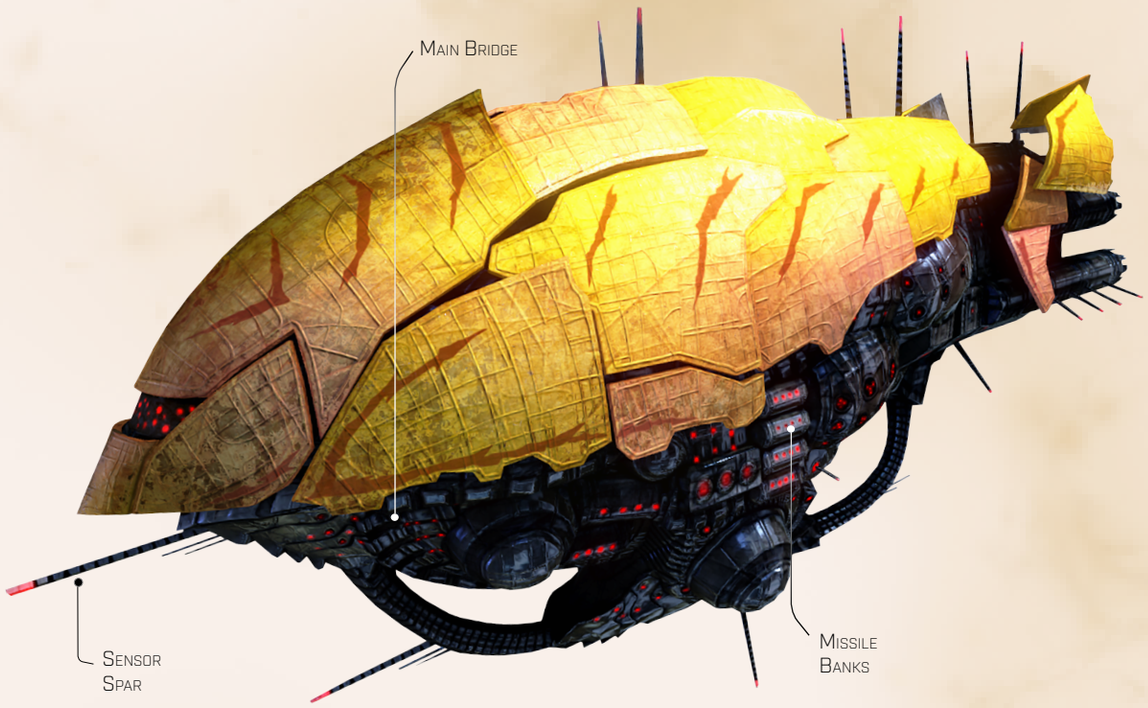
The battleships of the Klackon fleet are the first to utilize fully removable and replaceable shell panels. Whereas the smaller ship classes must dock to be healed or repaired, the battleship can grow extra panels in case of emergency. The bravo model battleship is much more aggressive in appearance.

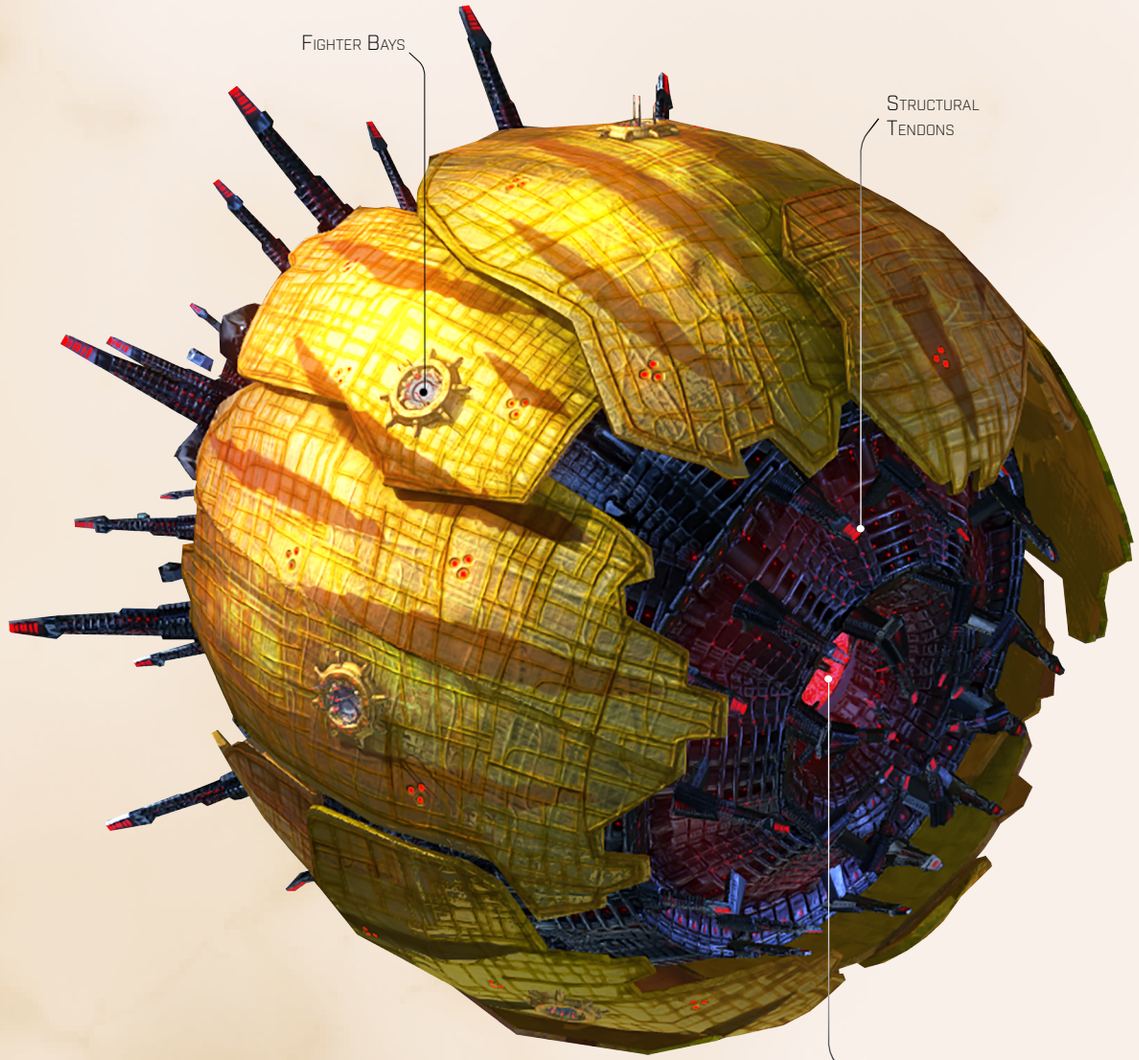
TITAN

ARMORED DREADNOUGHT

The Klackon alpha-model titan is fortified with an extremely durable organically grown carapace. The shell covers the entire top of the ship, with most of the mechanical parts exposed on the underbelly of the ship. The bravo model of the titan is much more streamlined, with less shell coverage.







DOOMSTAR

MOBILE PLANETOID STATION

The Klackon doomstar is an engineering and structural marvel, with grown panels completely encasing the mechanical core of the ship. It is a mighty sight on the battlefield, with many moving towers and panels making the ship seem truly alive.

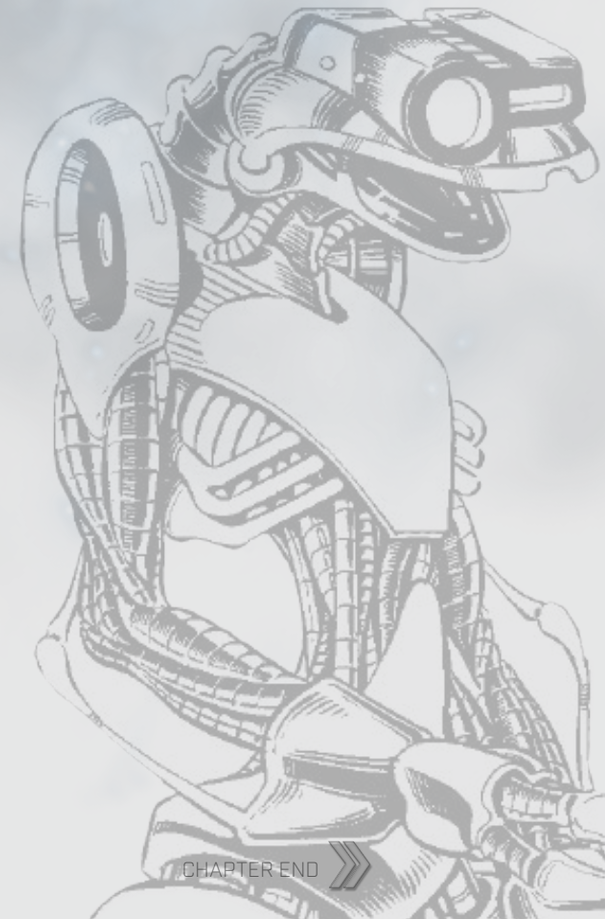


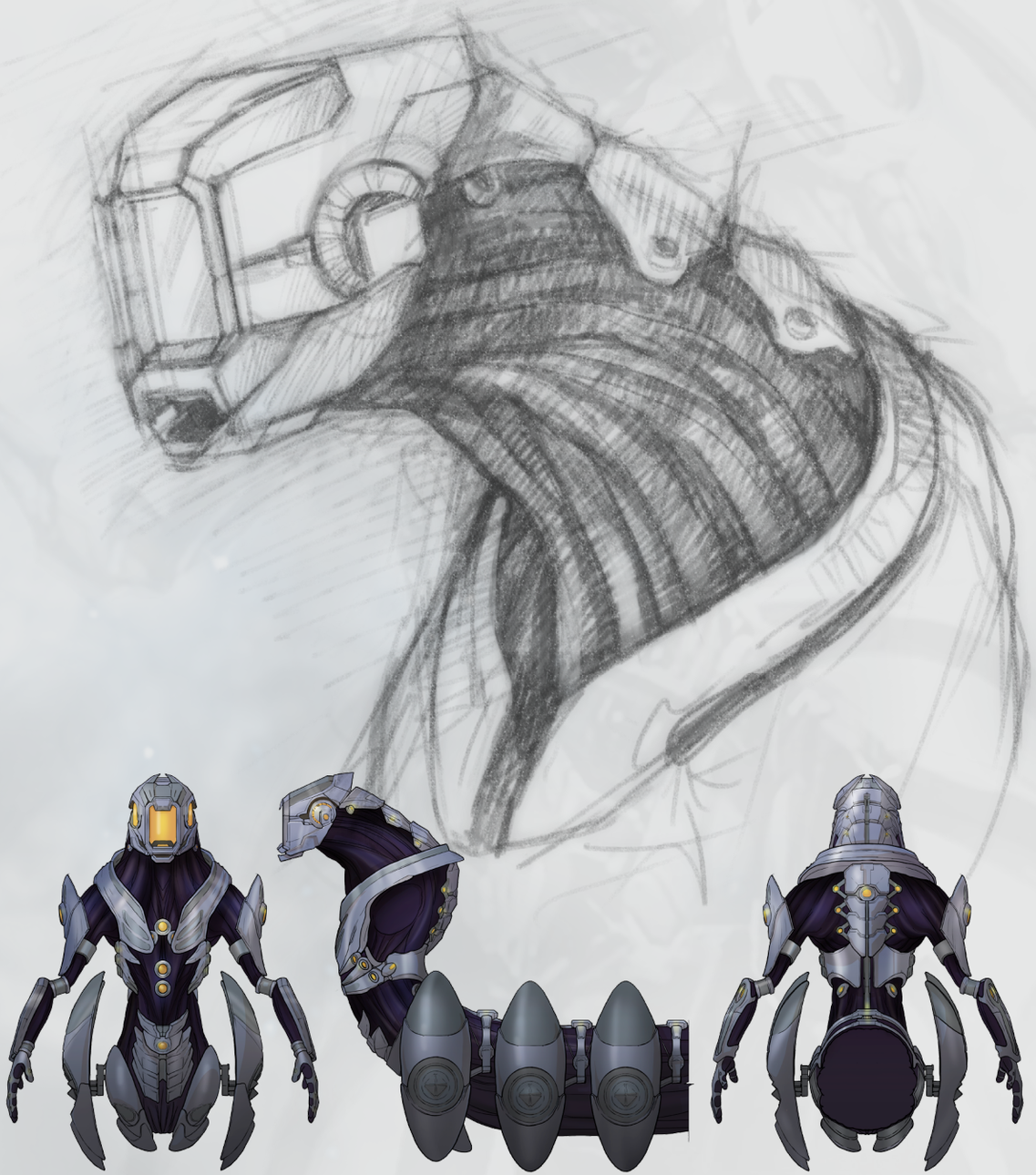


THE MEKLAR COMBINE

LOGICAL, MECHANICAL, DRIVEN

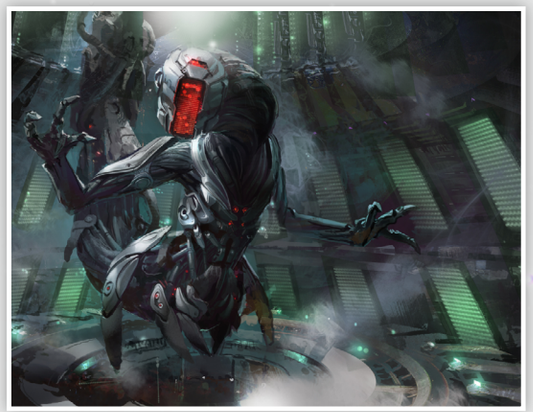
The Meklar are unique: a machine-based civilization in a universe of organic life. They are hyper-logical entities, yet they are driven by mysterious motives in their push across the galaxy. They bring players a host of benefits as well as certain drawbacks, making them suitable for those who prefer logic to valor and reason to drama. The Combine is of one consciousness, utterly and completely dedicated to the priority tasks of the Overseer Module. The Meklar Combine, with their dogma of machine superiority, may be the greatest threat to organic life in the universe.











OVERSEER

COMBINE LEADER

The Meklar Combine is one networked consciousness, an amalgam of sophisticated software, scripts, and modules forming a singular entity. The Overseer Module is devoted to the oversight of other programs, verifying that they are all acting in line with the goals and ambitions formulated by the Combine. The Overseer has been updated over the years, but has consistently maintained the same socialization modules and analytical sub-programs. The role of the Overseer only became a "public" role once the Meklar race as a whole felt the need to communicate with the other races in a formal capacity.



VOICE ACTOR:
JB BLANC





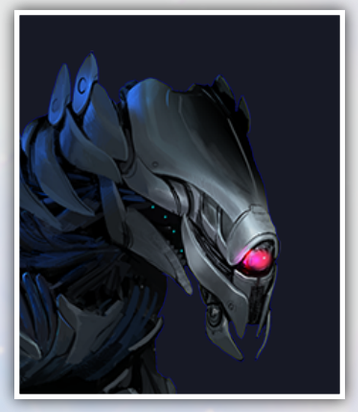


VOICE ACTOR:
JB BLANC

ADVIA-OSM

OVERSEER SUPPORT MODULE

ADVIA-OSM is a highly specialized task-management system that serves as the gatekeeper for access to the Overseer. The advisor scans a constant influx of data transmissions and determines what is worthy of the Overseer's bandwidth. While the advisor may seem like a glorified robotic secretary, its role is much more important than that. Because the Meklar comprise a single, digital mind, it becomes important that the Overseer remain impartial to certain projects and the Advisor assures that.

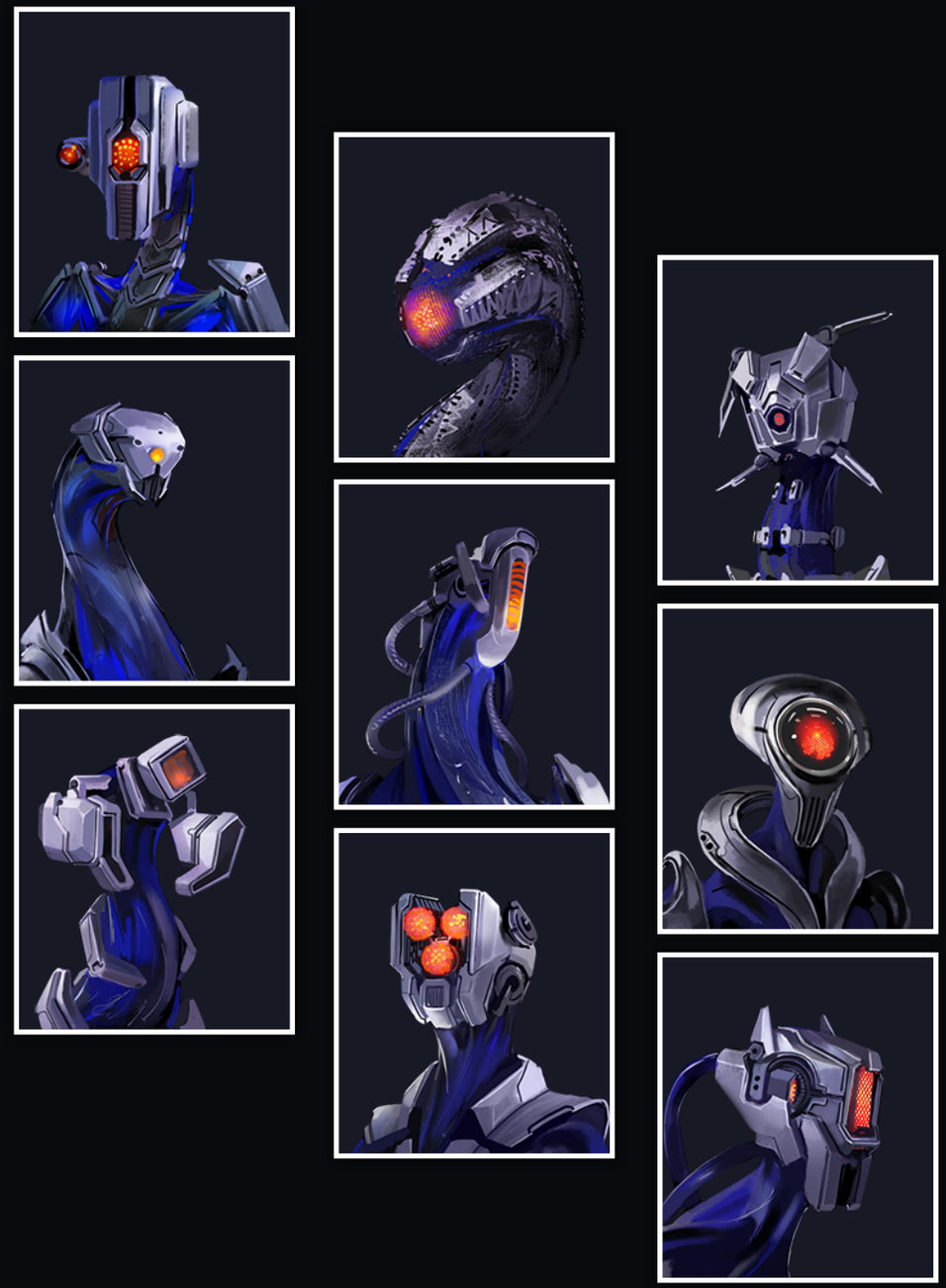


MEKLAR

ESPIONAGE

The espionage programs of the Meklar Combine are commonly referred to as the Ghost Protocols. The Meklar are among the top hackers in the galaxy, able to bypass many security systems set in place by less technologically minded races. The Meklar place their bugs and listen to the galaxy humming along, waiting unseen for years or decades until the Combine finds the opportune moment to strike.

Meklar spy efforts are typically limited to computer- and digital-based attacks. While physical units may be deployed for target acquisition or assassinations, all surveillance and information gathering are typical done by a sophisticated suite of specialized software. These Ghost Protocols are always shifting, updating, and revising their code, making them among the most adaptive and elusive artificial intelligence programs known to the universe.



MEKLON

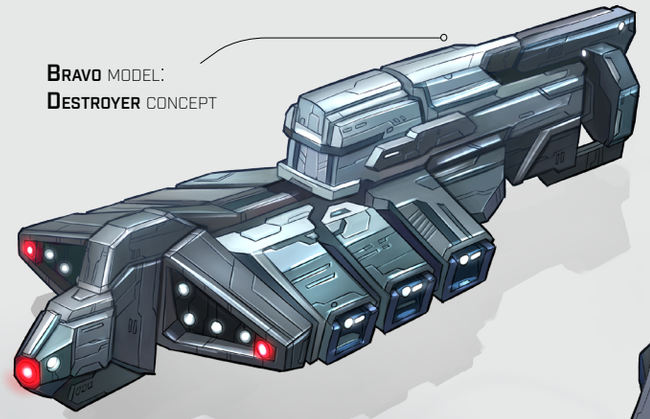
HOME WORLD OF THE MEKLAR

Meklon is a cold and jagged planet traversed with many mountain ranges and densely forested swaths of land. It is a naturally beautiful planet, though its splendor is wasted on the Meklar, who do not care about native lifeforms or ecosystems. The rapid urbanization of Meklon has pushed many native wildlife to the brink of extinction, but the thriving Meklar see no issue with their methods. The will of the Combine is strong on Meklon, and nothing will stand in the way of their domination.

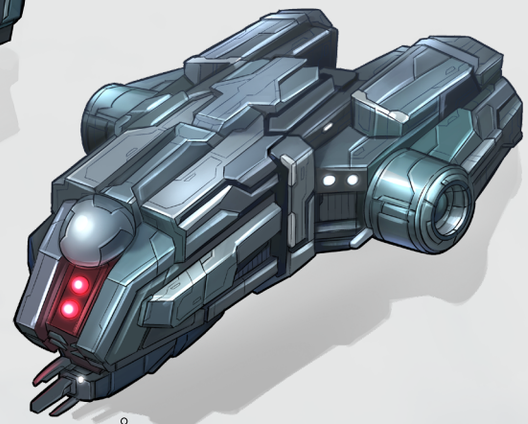
The Alpha District of Meklon houses the physical embodiment of the Overseer, though the role is largely ceremonial and for the benefit of alien races. The Alpha District is highly monitored and unfriendly towards organic lifeforms, with many alien visitors complaining of a physical layout that actively impedes normal movement through the city.

The Meklar have built up their base slowly over time, compiling the resources needed to begin their push across the galaxy. Now the moment has come and Meklon serves as the central hub of all Meklar ambitions, the civilization always demanding more resources than the nearly stripped planet can provide. The Meklar are unsentimental, but their home world is a source of pride that must be protected at all costs.

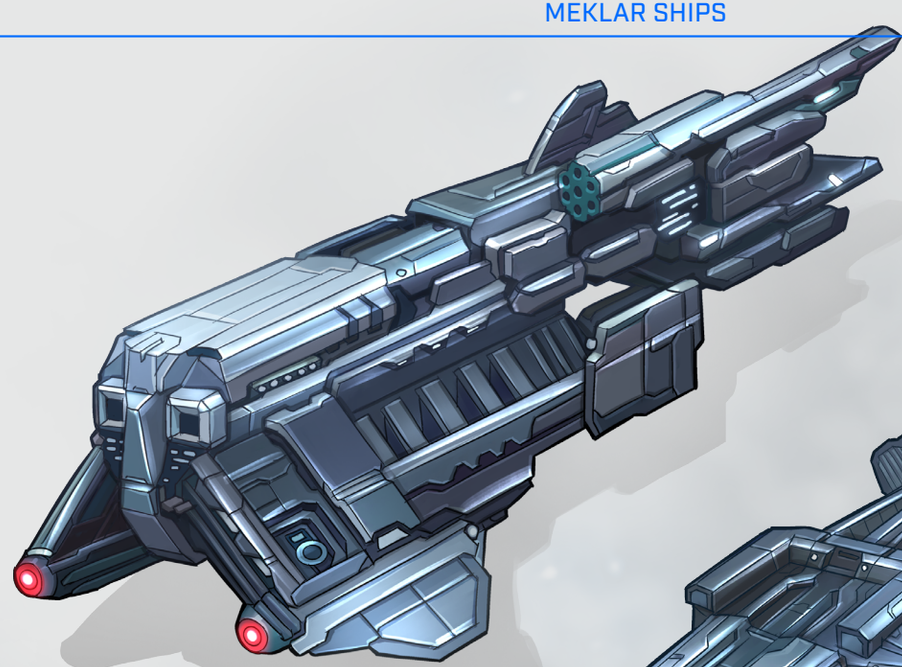




Bravo model:
Destroyer concept



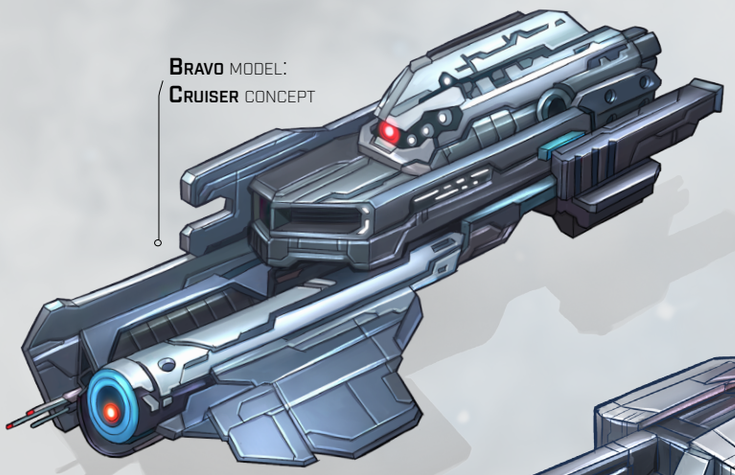
Alpha model:
Destroyer concept



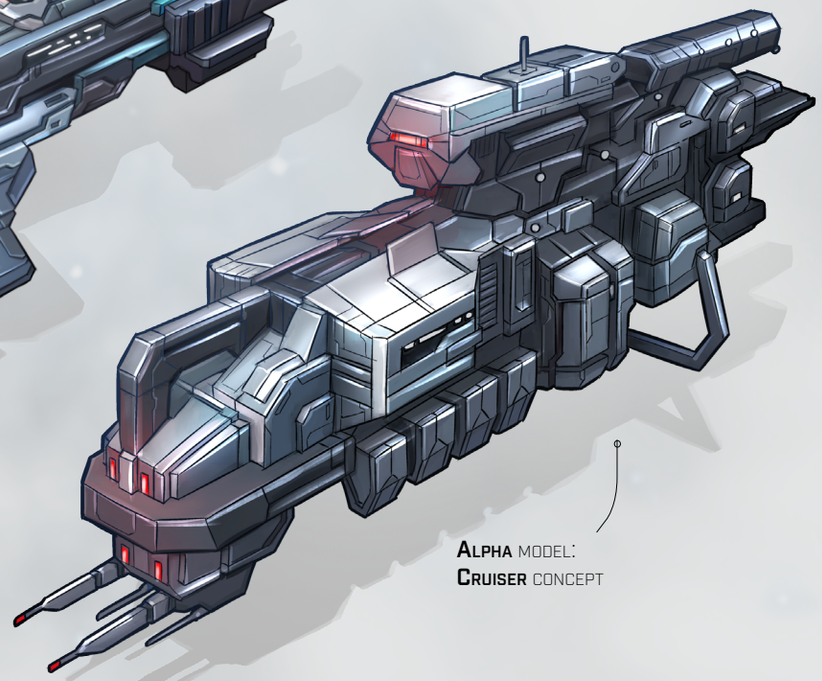
Bravo model:
Battleship concept



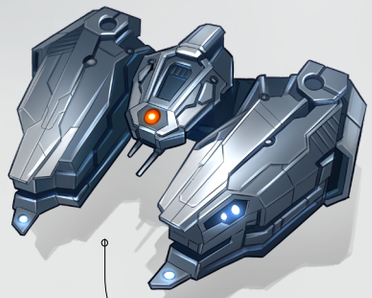
Alpha model:
Battleship concept



Bravo model:
Cruiser concept



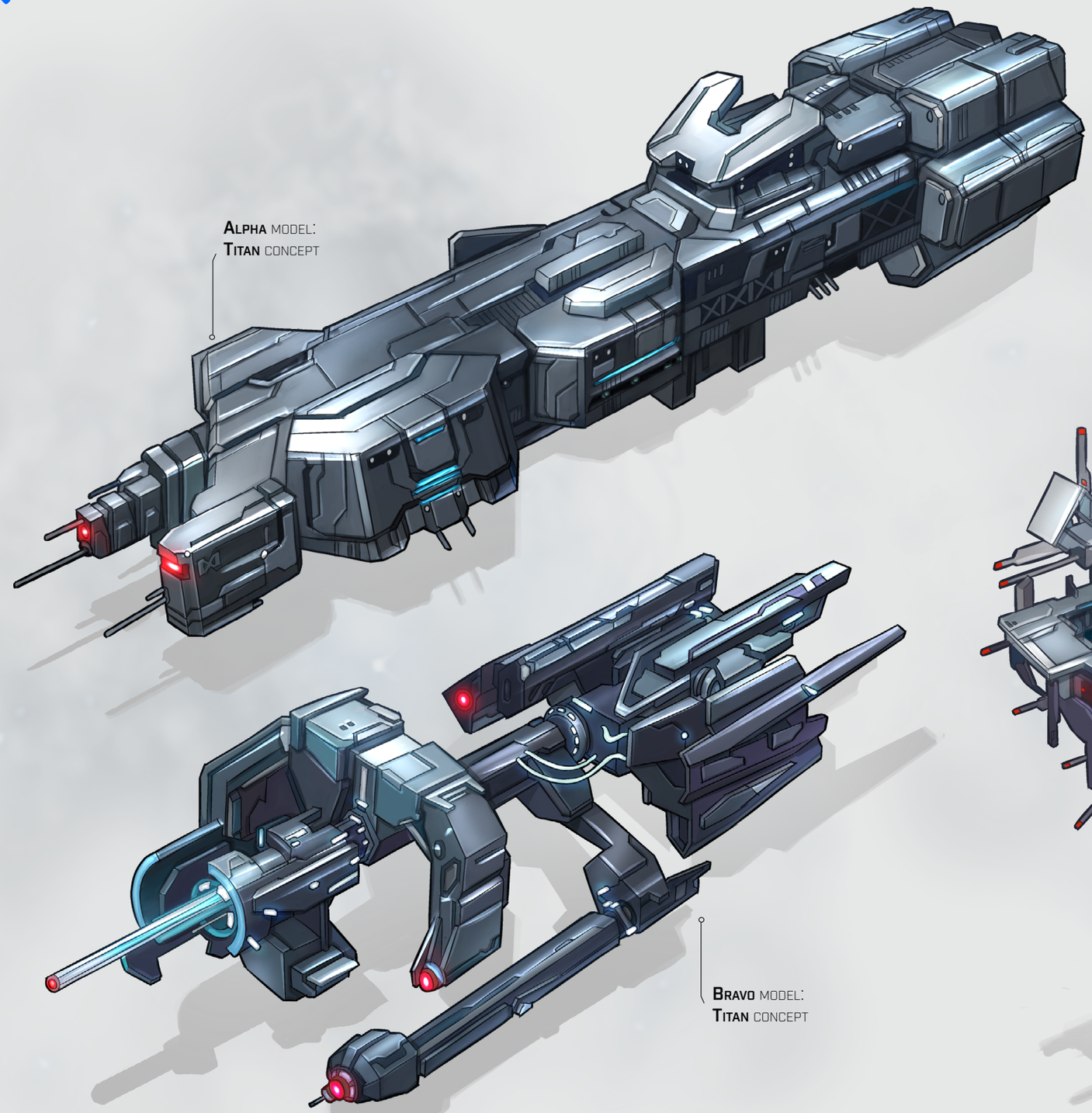
Alpha model:
Cruiser concept



Alpha model:
Frigate concept



Bravo model:
Frigate concept



Alpha model:
Titan concept

Bravo model:
Titan concept



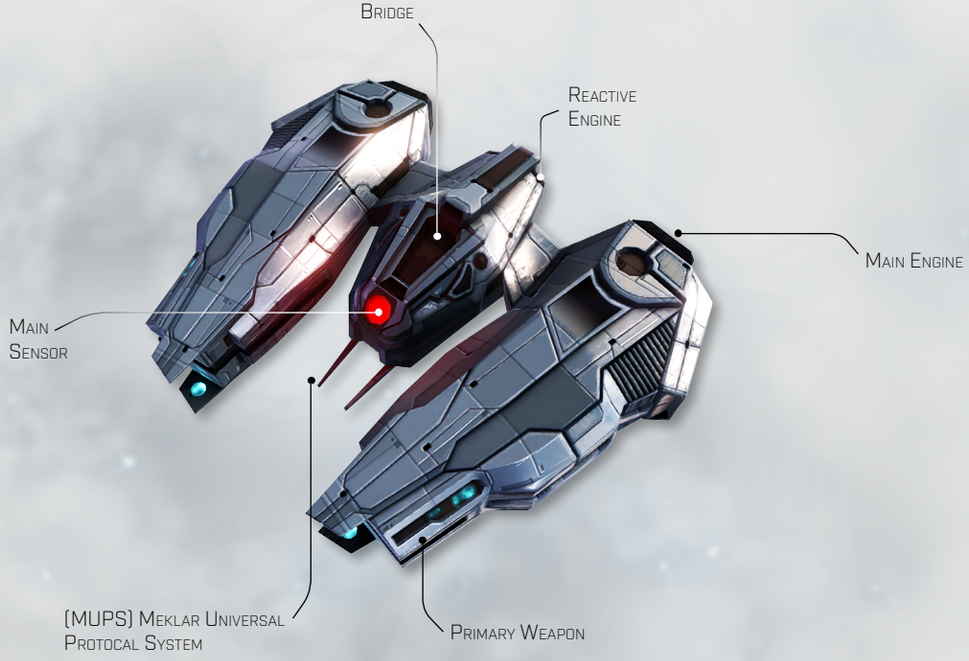
Doomstar concept

FRIGATE

LIGHT ARMORED STRIKER

Most Meklar ships have the same unmistakable gleaming red "eye" that is present on most Meklar entities; the design echoes, most notably, the Overseer, and signifies the shared consciousness of all Meklar, all eyes of the Combine seeing for a single consciousness. The frigate-class ships have modular side bays which can be configured for different missions. Bravo designs feature the secondary color of the Combine, a bright blue.



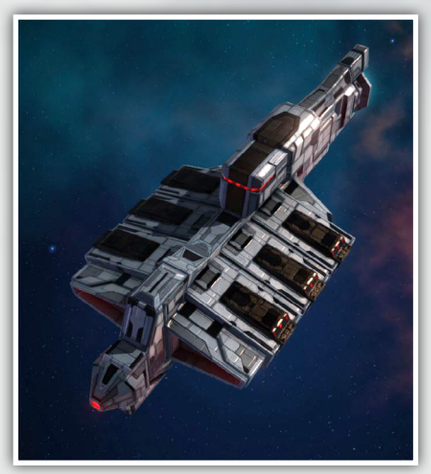




DESTROYER

FAST SUPPORT ESCORT

The Meklar destroyers continue the highly modular theme. The design of the alpha model emphasizes clean, streamlined surfaces. The lack of distinguishing features can enable certain deceptive tactics during combat. The bravo designs are leaner and more aerodynamic in design.



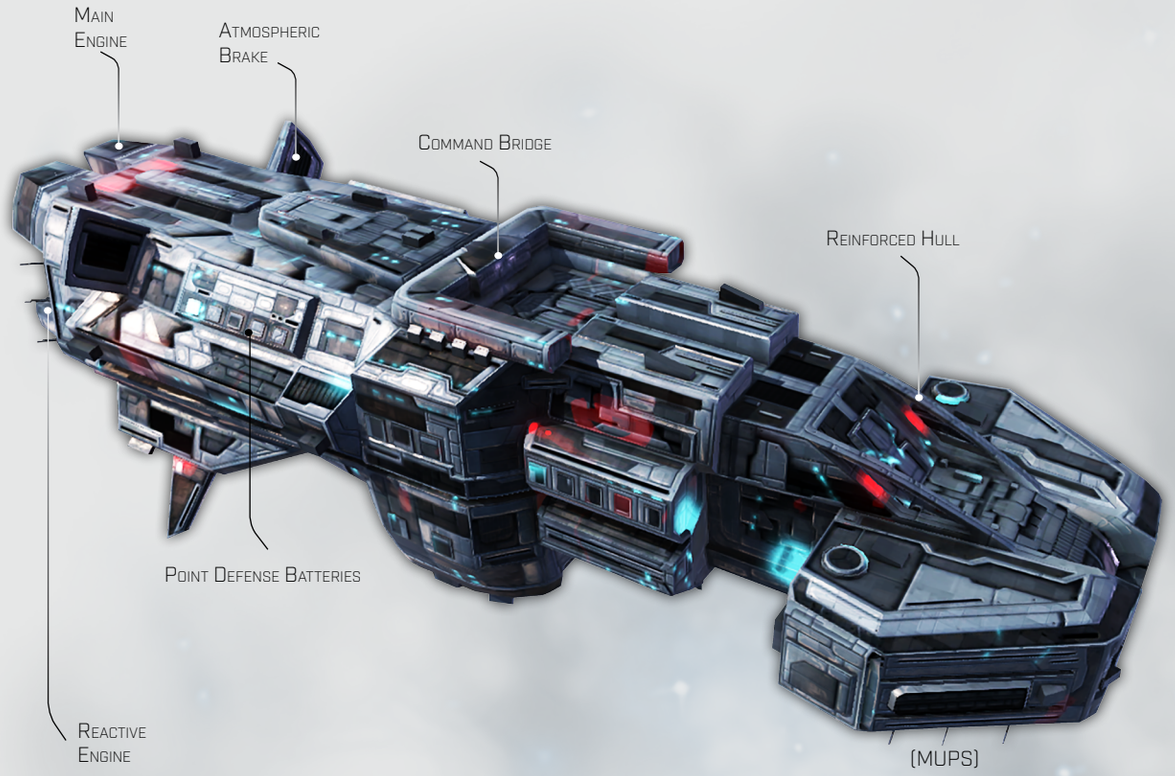
CRUISER

MEDIUM COMBATANT



The ships of the Meklar Combine can be considered entities in themselves, no different than the smaller Meklar units that command and crew them from within. The ships are just as sentient and connected to the mainframe as any other Meklar unit. This unity of awareness allows a Meklar battle fleet to maneuver with unequaled synchronization. Bravo-pattern ships are less modular in appearance.





BATTLESHIP

HEAVY FLEET WARSHIP

Meklar battleships are solidly built war machines that highlight the special traits and talents of the Combine. Easily replaceable sections let ships be customized for any type of operation. The streamlined design hides structural weaknesses and provides a menacing quality. The alternate designs for the battleship are darker, but similar in structure.



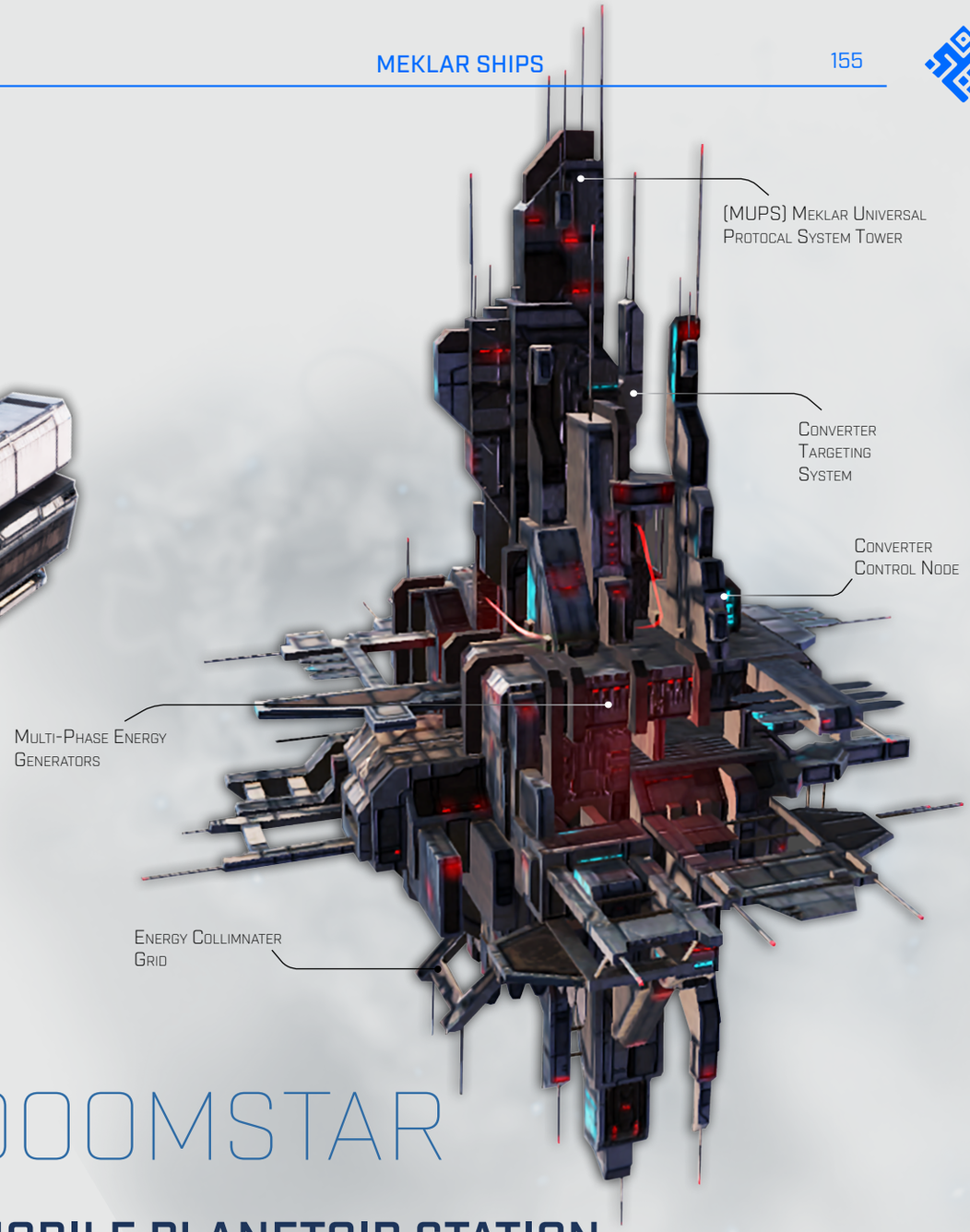
TITAN

ARMORED DREADNOUGHT

The titan-class Meklar ship improves upon themes seen in the battleship. A sleek design, customizable weapons suite, and sophisticated engine layout are the key hallmarks of the modern Meklar titan. The bravo design of the titan is a reimagined concept of the same modular approach.







DOOMSTAR

MOBILE PLANETOID STATION

The Meklar doomstar, with its jagged, irregular design, embodies the unfeeling, pitiless nature of the Meklar. Unlike any other construction known, it evokes dread in those who resist the Combine.



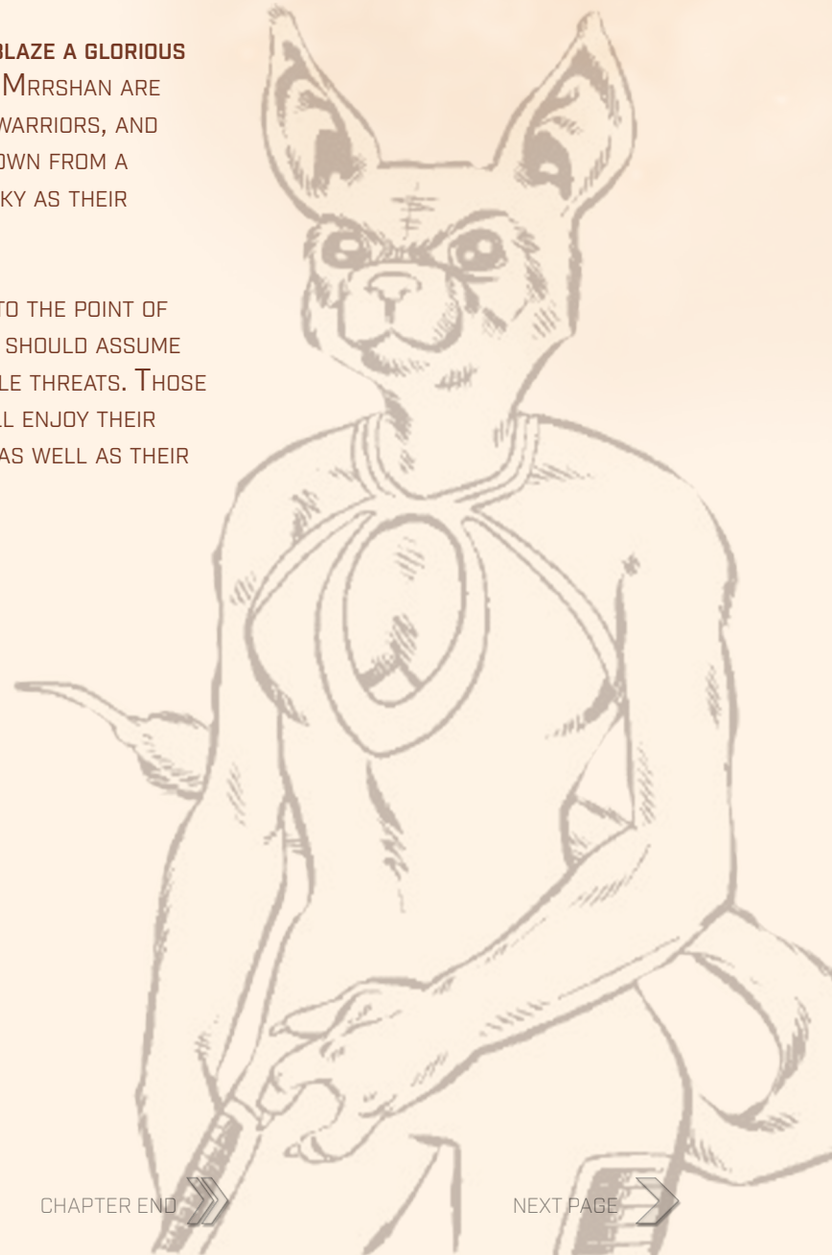


THE MRRSHAN PRIDE

DARING, BOLD, RUTHLESS

The Mrrshan Pride seek to blaze a glorious trail across the galaxy. The Mrrshan are a vibrant society of artists, warriors, and nobles who refuse to back down from a challenge and see the open sky as their domain.

The Mrrshan are confident to the point of arrogance, but no adversary should assume that their boasts are mere idle threats. Those who play as the Mrrshan will enjoy their natural aptitude for combat as well as their unmistakable sense of style.









EMPRESS

LEADER OF THE PRIDE

The Empress of the Pride is descended from all the great Empresses of the past: a bloodline can be traced from the current ruler back to the very first monarchs of Fieras. She is personally courageous, never sending a soldier to fight a battle that she herself would not fight in. If the Empress is not in her palace overseeing the feudal government, she is likely to be found on her personal flagship.

She expects the very best of her people and herself, striving to create a universe where no one would dare to infringe on the freedoms of the Mrrshan people.

VOICE ACTRESS: KAT CRESSIDA





HARRAVA

HANDMAIDEN TO THE PRIDE

Harrava has served the Empress her whole life, as her childhood friend, her sister in battle, and finally her Advisor when the Empress took the throne. Despite their close bonds, Harrava remains subservient and obeys the Empress on all matters.

This is not evidence of how little the Empress respects her, but rather a show of how much Harrava reveres and accepts the role of the Empress. Harrava will live and die for the Empress, content as long as she has faithfully and diligently served her friend and sovereign to the best of her abilities.

VOICE ACTRESS: NIKA FUTTERMAN





MRRSHAN

ESPIONAGE

The Mrrshan spies love their secrets. They keep their ears alert and absorb all information they come across in their extensive travels across the universe, waiting for the shimmering threads of valuable intelligence that they can track down to the source. The espionage program of the Mrrshan is far more informal than those of other races, with everyone from traders, weapons manufacturers, and commercial pilots whispering what they have found until it eventually finds its way to the Royal Court.

The thrill of finding information will keep Mrrshan on the hunt for as long as it takes. Espionage exposes the weaknesses of enemies that the Pride will use to take down their foes. The Mrrshan spies see themselves as predators in the tall grass, waiting to tip off the hunting party as soon as the moment is right.



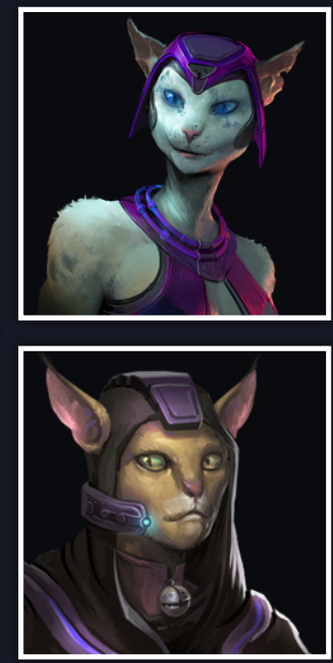














FIERAS

HOME WORLD OF THE MRRSHAN

The wild grasslands and savannahs of Fieras are the hunting grounds of the strong-willed Mrrshan race. Fieras is a stunning planet, with grassy plains, sprawling deserts, and quiet-seeming seas. The Mrrshan have established themselves as the dominant race on the planet and secured their role at the top of the food chain. Life is not easy on the Mrrshan home world, with many aggressive and violent predatory species roaming the planet. The competition has kept the people sharp-witted and the Mrrshan credit much of their military prowess to their natural skill as hunters.

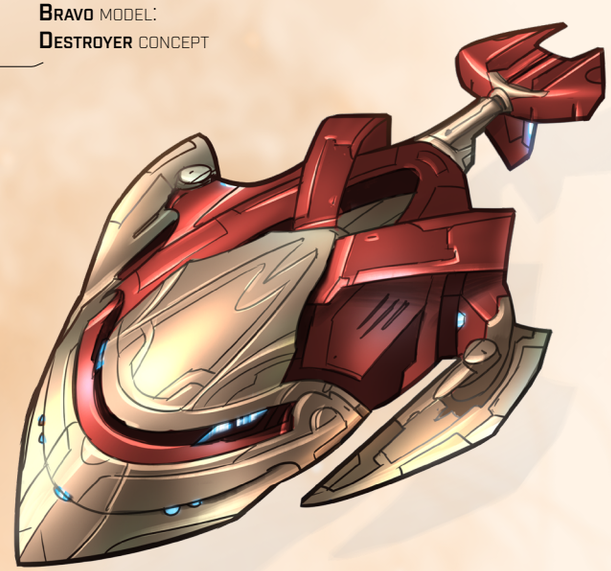
Jasana is the crown jewel of the planet's many praiseworthy and illustrious cities. As the seat of the government, the Royal Palace sits in the eye of the city and is the center of all cultural, military, and spiritual happenings of the Pride. The Empress oversees all in her realm, and nowhere else is her presence stronger than among the Countesses, Handmaidens, and Ladies of her regime. Jasana is a thrilling city—a city that dances the line between danger, beauty, and power.

The Mrrshan embrace the idea of freedom so wholly that it defines their very race. They will not be limited to the familiar grasses and sands of home. The first time the Mrrshan looked to the stars, they saw not just countless galaxies marked for adventure, but they grasped the true meaning of freedom. The endless and limitless potential of space exploration thrills the restless spirit of the Mrrshan.

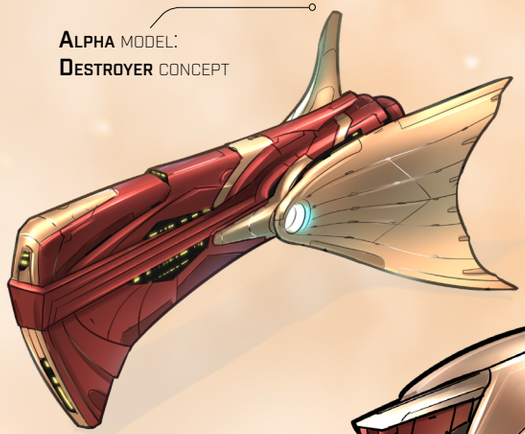




Bravo model:
Destroyer concept

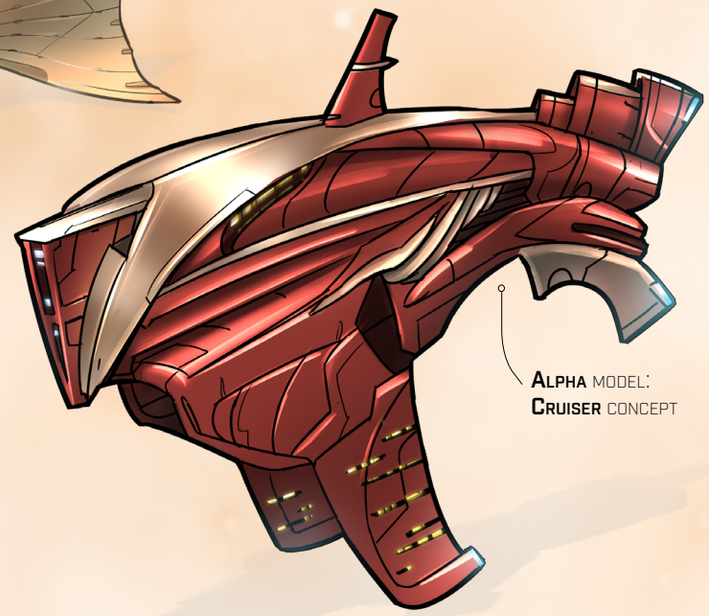


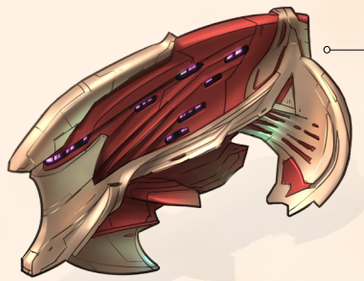
Alpha model:
Destroyer concept



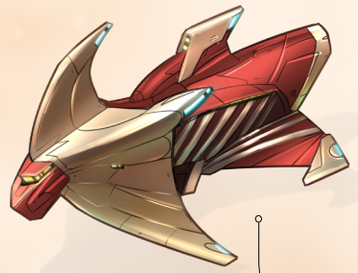
Bravo model:
Cruiser concept

Alpha model:
Cruiser concept





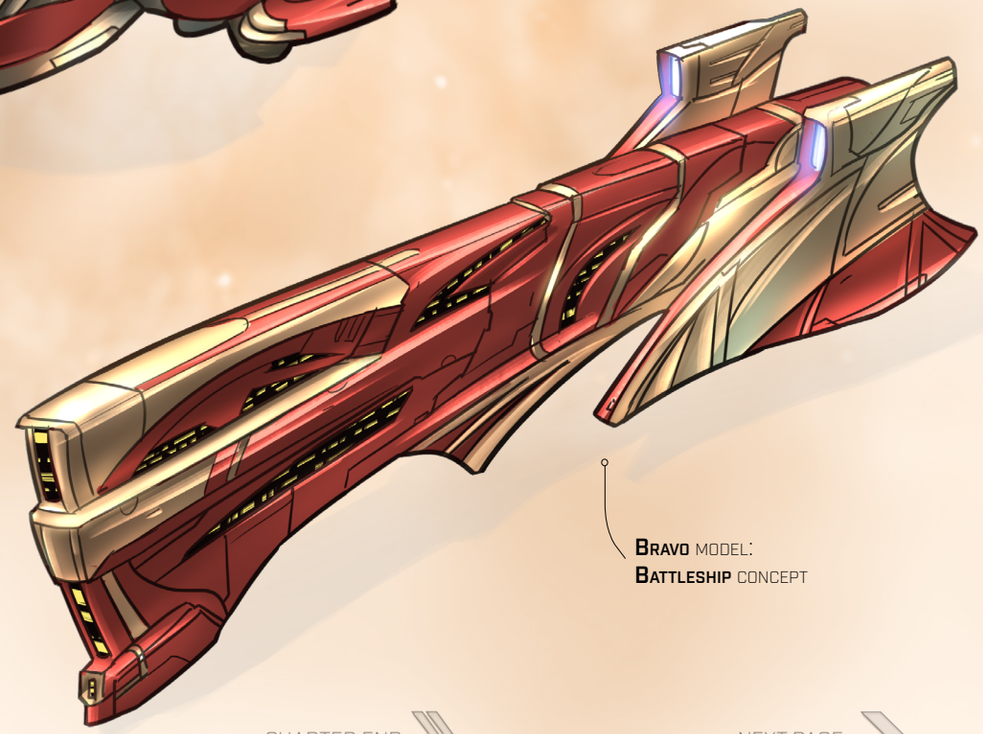
Bravo model:
Frigate concept



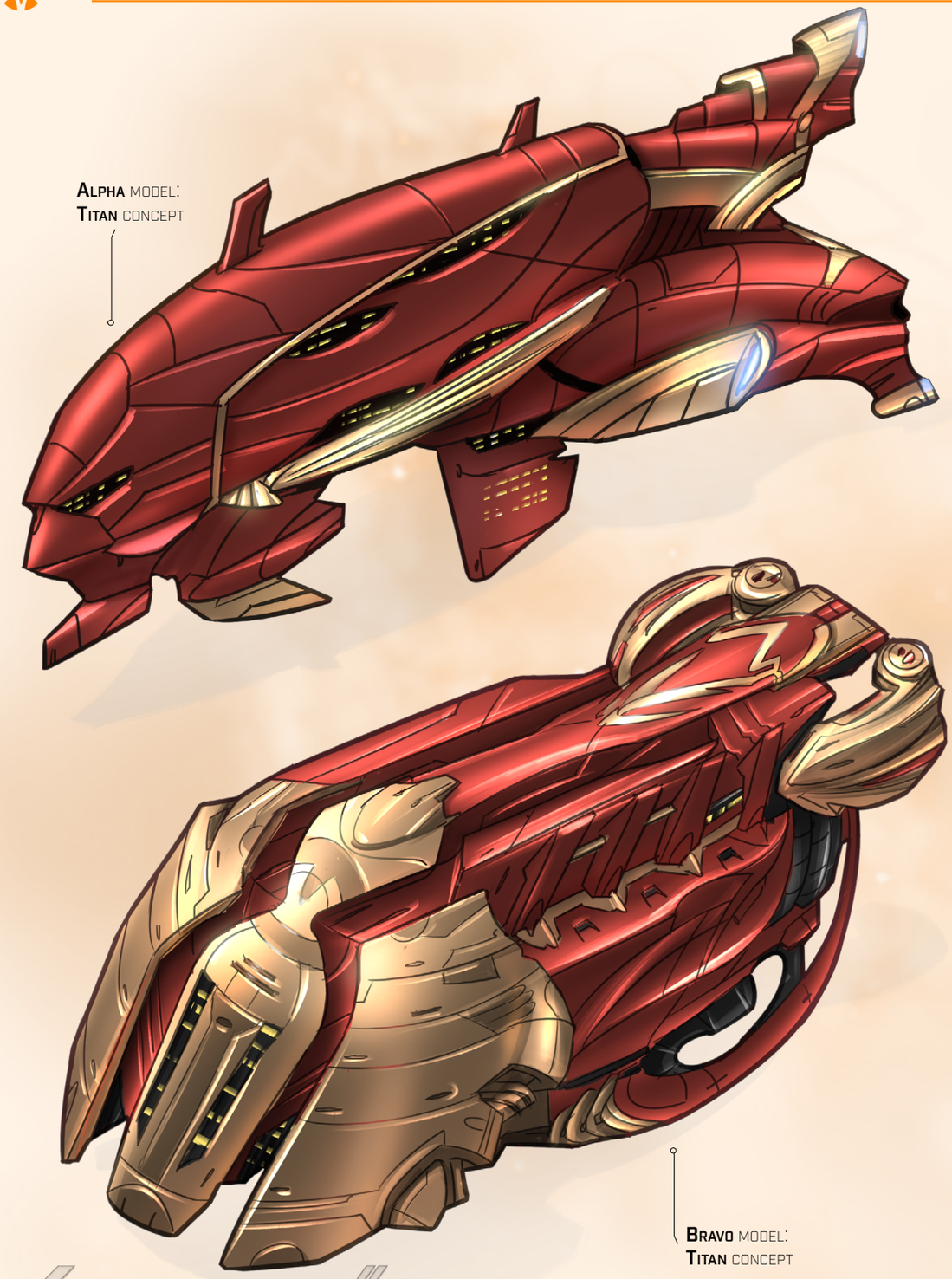
Alpha model:
Frigate concept

Alpha model:
Battleship concept





Bravo model:
Battleship concept



Alpha model:
Titan concept

Bravo model:
Titan concept



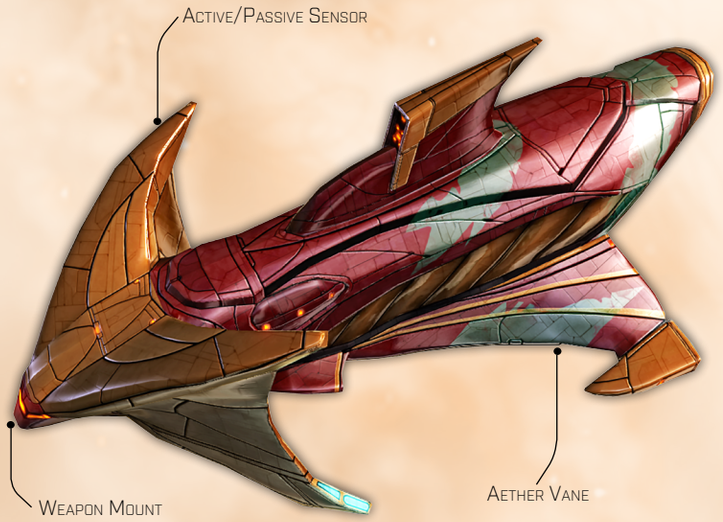
Doomstar concept

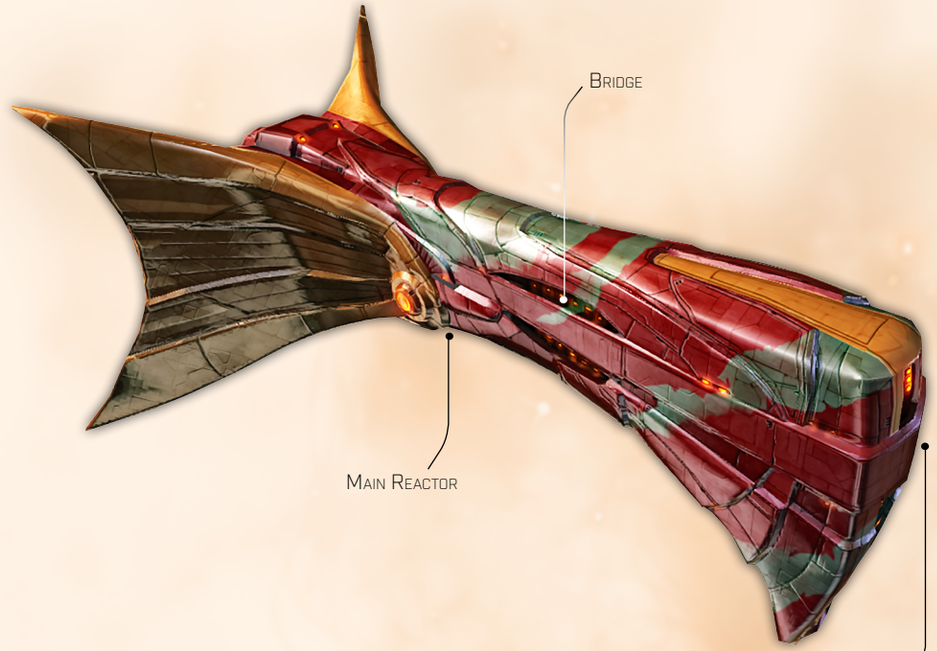
FRIGATE

LIGHT ARMORED STRIKER

The Mrrshan ships are as unmistakably distinctive and dramatic as the Mrrshan themselves. The frigate-class ships are defined by sleek fins and an aerodynamic body to improve agility in battle. The bravo-model frigates are rounded in appearance with sharp forward-swept canards.





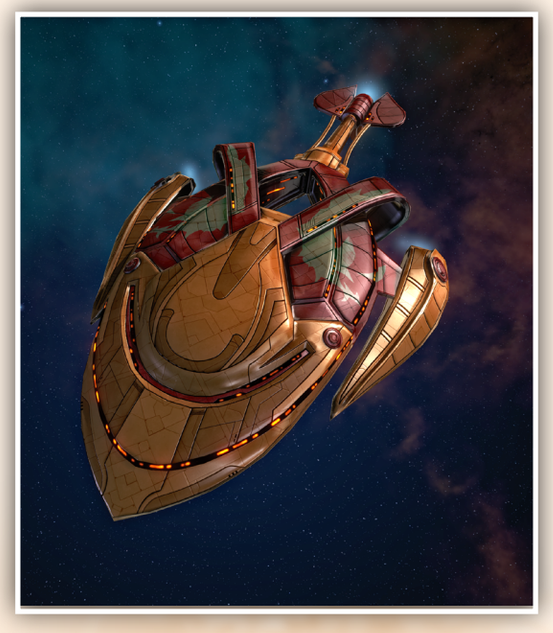


DESTROYER

FAST SUPPORT ESCORT

The destroyer-class ships maintain the streamlined style that is characteristic of the Mrrshan fleet, but boast a rear fin identified by its distinctive "bloom." The colors of the Mrrshan Pride, a deep ruby and shimmering gold, are draped around the deadly ship. The weapons suite is highly sophisticated and crewed by the premiere gunners in the galaxy. Bravo-model ships feature forward-swept winglets for enhanced agility.

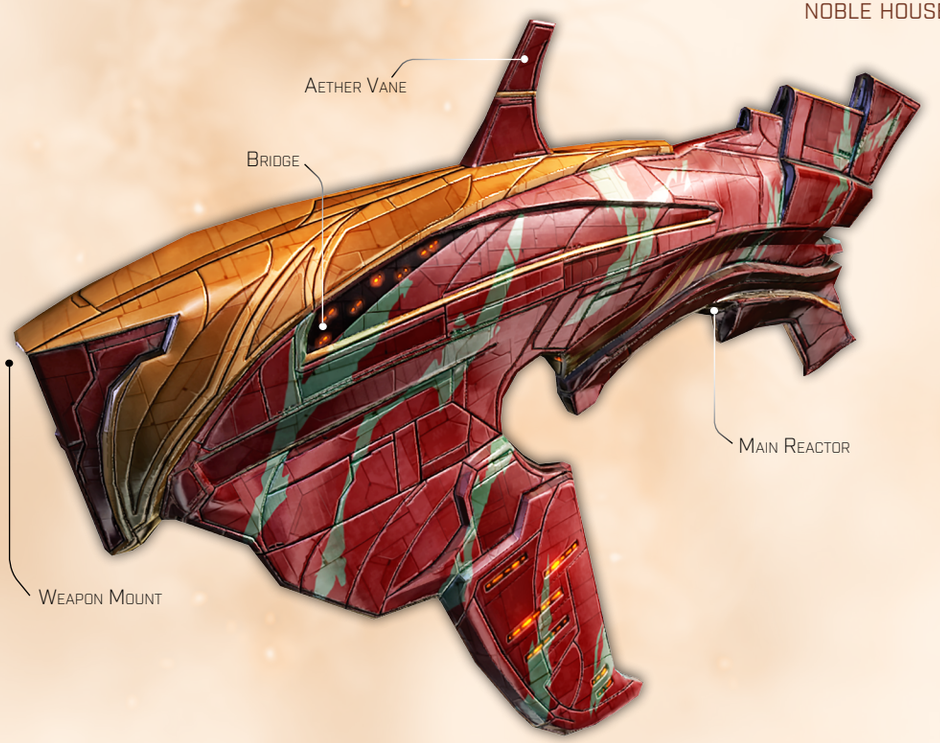


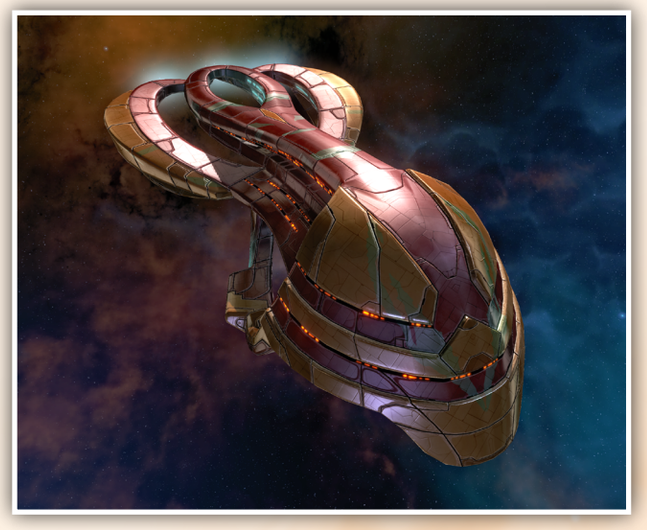


CRUISER

MEDIUM COMBATANT

Cruisers of the Mrrshan Pride may seem strange in appearance at first, but then the lower fins alight with gunfire and all detractors are silenced. In the unique fins of the class, the Mrrshan have created an innovative weapons suite that creates a well distributed source of firepower. The fins also have an obvious defensive capability, as they shield the underbelly of the ship, which houses many critical systems. The bravo-model ships utilize a particular "infinity loop" design popular with many noble houses of Fieras.







BATTLESHIP

HEAVY FLEET WARSHIP

The battleship-class ships of the Pride's fleets are favorites of the aggressive and hot-blooded Mrrshan people. They are agile for their mass and extremely deadly—perfectly suiting the Mrrshan's natural strengths.

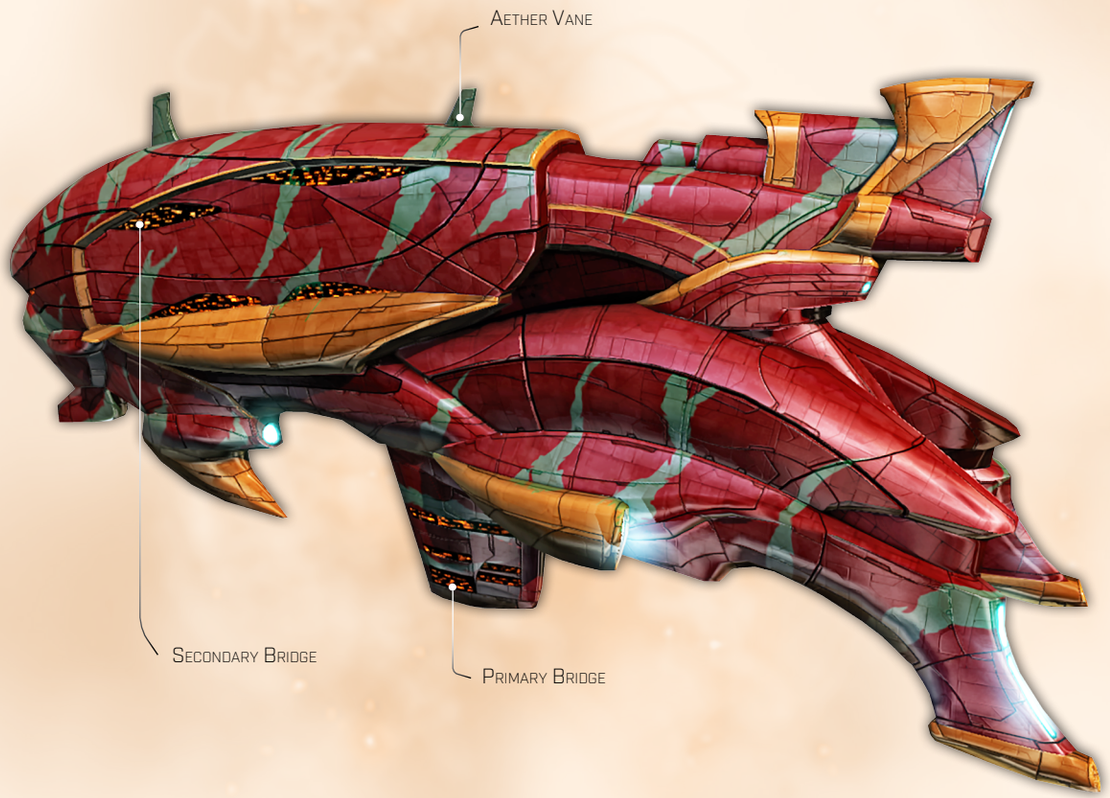
The fins of the ship are purely defensive on this model, placed in a way that shields the powerful engines from incoming fire. Alternate designs of the ship are chunkier and more defensively oriented.

TITAN

ARMORED DREADNOUGHT



The aesthetically inclined Mrrshan tested the boundaries of usability, durability, and design when they created the titan-class ships. Their gambles paid off handsomely with the current standard design, which balances beautiful lines and brutal combat capabilities.



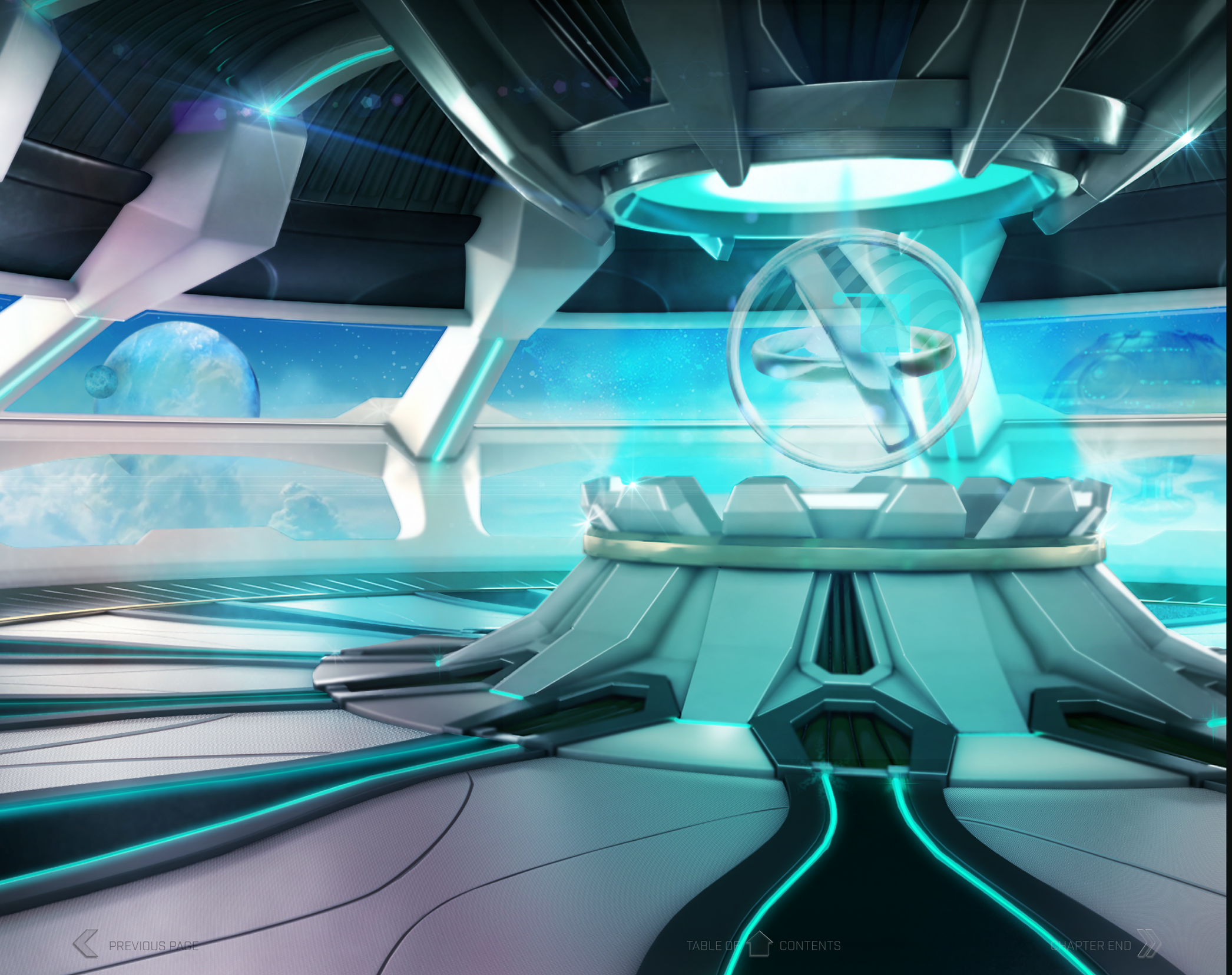


DOOMSTAR

MOBILE PLANETOID STATION

The Doomstars are the ultimate vessels of the impressively well-armed Mrrshan fleet. The Mrrshan have always favored beam weaponry, making the Doomstar's massive number of weapon mounts nearly irresistible.





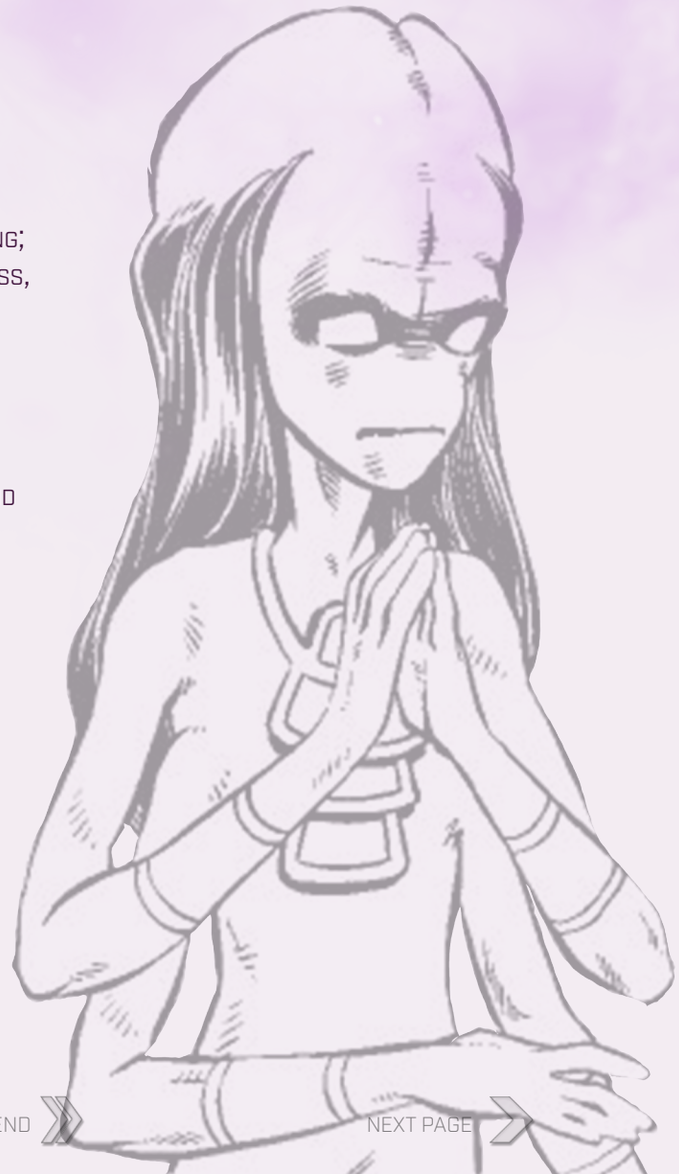
THE PSILON QUANTA

LOGICAL, RATIONAL, BRILLIANT

It takes great skill and patience to play successfully as the hyper-logical Psilons, but they are a long-time fan favorite of Master of Orion players. The Psilons are rational and emotionless creatures who excel at research and scientific advancements.

They often wait until they have a technological advantage before attacking; war for them is often tinged with sadness, as the obliteration of a less prepared civilization gives them no particular pleasure.

The Quanta looks to the future, secure in the knowledge that their research and advancements will not fail them in the trying times to come.











CONTROLLER

LEADER OF THE QUANTA

In a race of intellects, the head of the Psilon Quanta must be a true genius. The Controller oversees the Quanta in research, government funding, and galactic issues. The notoriously antisocial and reserved Psilon rely on the Controller to guide them through diplomatic affairs and champion their people in the Galactic Senate. The Controller oversees all technological trades with other races, careful not to reveal too much to any potential enemies. When it comes to challenging decisions, the Controller must rely on intellect alone, for the way of the Psilon is to trust logic, data, and observation.

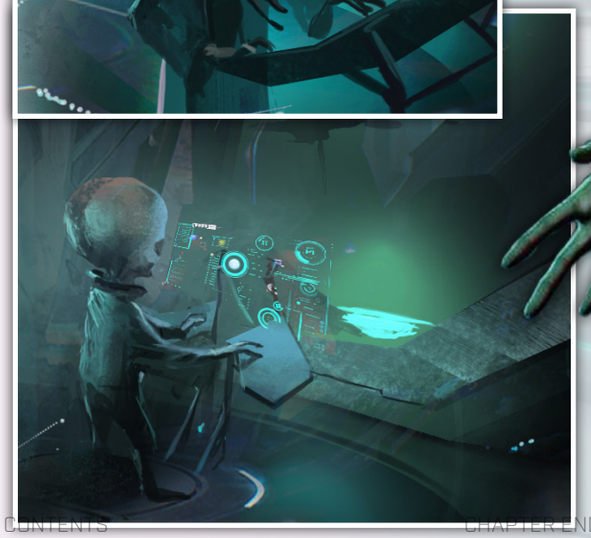
VOICE ACTOR: TROY BAKER

MOLDRED

ADVISOR TO THE CONTROLLER

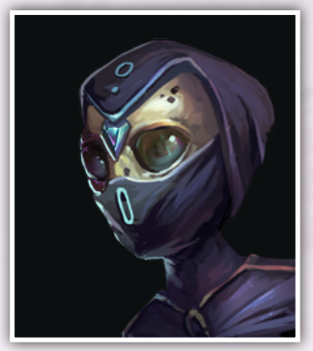
Don't let the eccentric airs of Moldred fool you. The advisor to the Controller is brilliant and without peer in his ability to synthesize all the Quanta's activities across the galaxy. Moldred consults with the top minds in the universe to make decisions and only brings the most sought-after information to the Controller for consideration. If it seems like his mind is elsewhere, that's because it is everywhere at once.







VOICE ACTOR: ALAN TUDYK

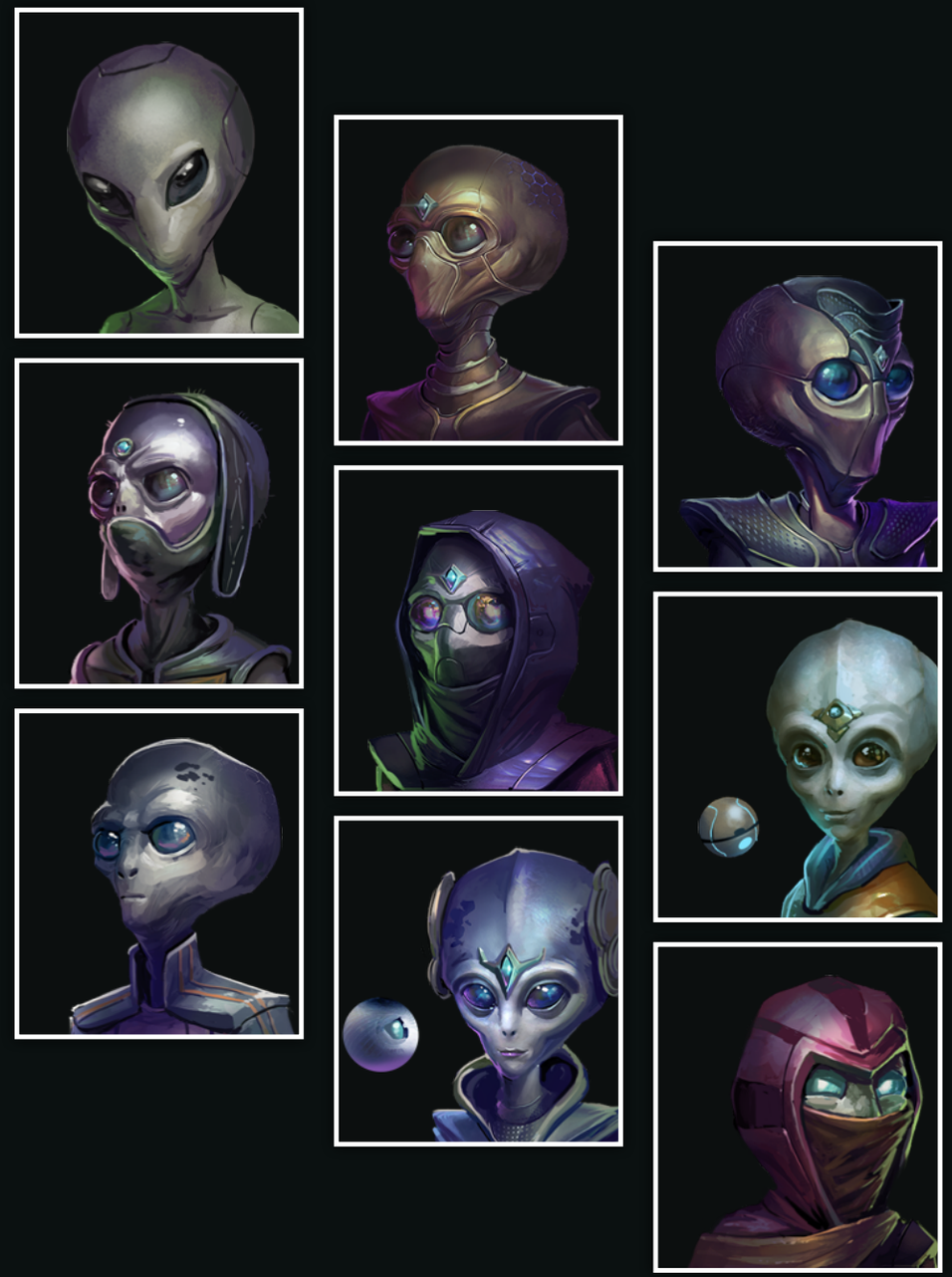


PSILON

ESPIONAGE

The spies of the Psilon Quanta call themselves Alien Behavior Researchers. The title alone suggests the allure of espionage to the Quanta, for the thrill of new information, especially information that is deliberately hidden, proves intoxicating to the knowledge-hungry race. Race-specific technology is especially interesting to the Psilon, who avidly seek out inspiration from other sources.

Psilons typically use their vast knowledge to approach spy missions with a detached and objective approach. While this tactic may discredit the intricacies of race-specific behavior, it often works to the Psilons advantage. They seek to know what it is that their enemies want and fear, so that they may use that knowledge to their benefit.



MENTAR

HOME WORLD OF THE PSILON

The Psilon home world of Mentar is covered in soft, rolling hills and whispering grasses that soothe the racing mind. It has long been ruled by the Psilon, who dominated the passive wildlife with ease and little resistance. It is thought that something in Mentar's atmosphere effected the development of local fauna, making the population of Mentar far more docile than any other life in the galaxy. Existence on Mentar is peaceful and the Psilon have discovered all there is to know about their home, pushing them to the stars to seek new information.

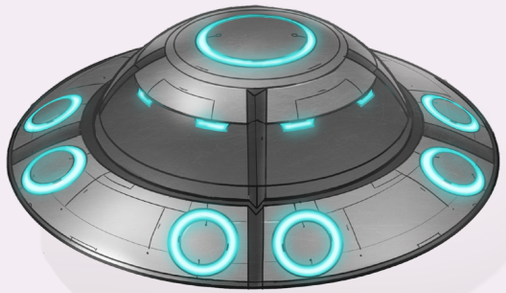
The capital city of Mentar is Hadron, a sprawling city that houses the home of the Controller and the headquarters of the many Psilon quanta. The Psilon communities revolve around research facilities that serve as the home; workplace; and, essentially, family to the individual Psilon. These research facilities develop the technologies that make the Psilon Quanta powerful, and they all must lobby for resources and funding from the Controller.

As technologies are developed, the Controller utilizes them for the strength of the Quanta. Some are used exclusively for the advancement of the Psilon's galactic ambitions, but others are earmarked for trades with other races. It is at the Controller's discretion to decide which technologies can be traded without giving up the technological upper hand that the Psilon so love to hold over the galaxy.

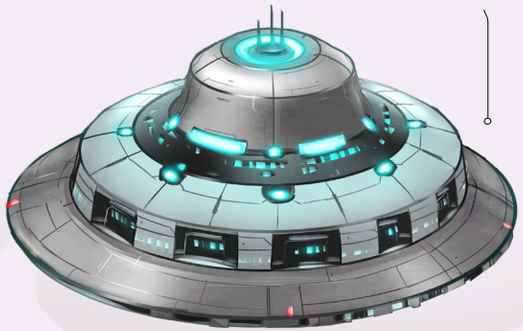
The Psilon Quanta search across the galaxy, but Mentar will always be home. It is a planet where intellectual discourse reigns supreme and the pen is truly mightier than the sword. All of the universe's findings and secrets are eventually brought back here, often to be cataloged into the substantial Library of the Controller. It is said that the darkest and oldest secrets of the stars are held deep within, pored over by the greatest minds the universe can offer.



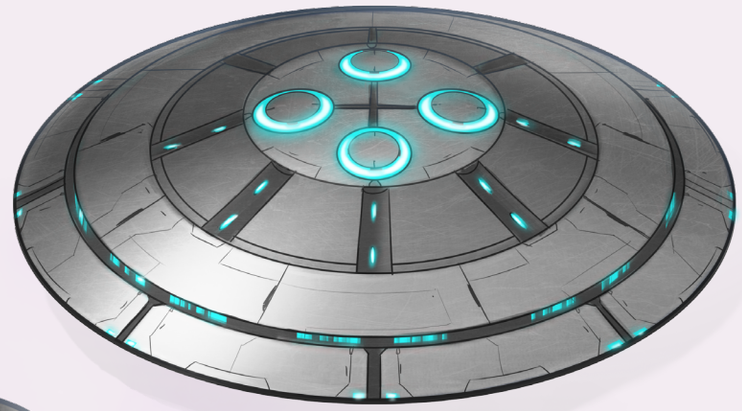




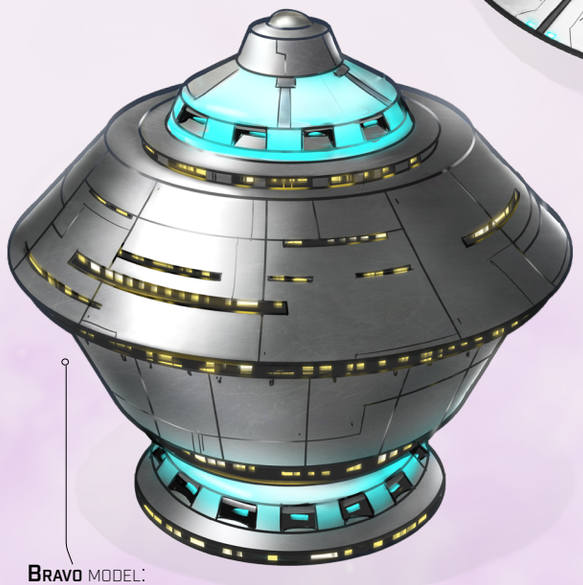
Alpha model:
Destroyer concept



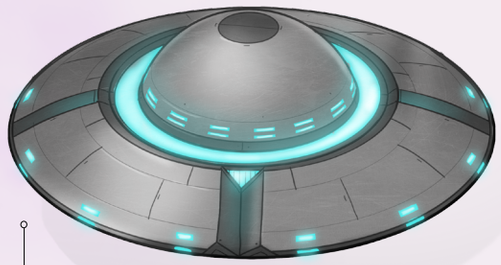
Bravo model:
Destroyer concept



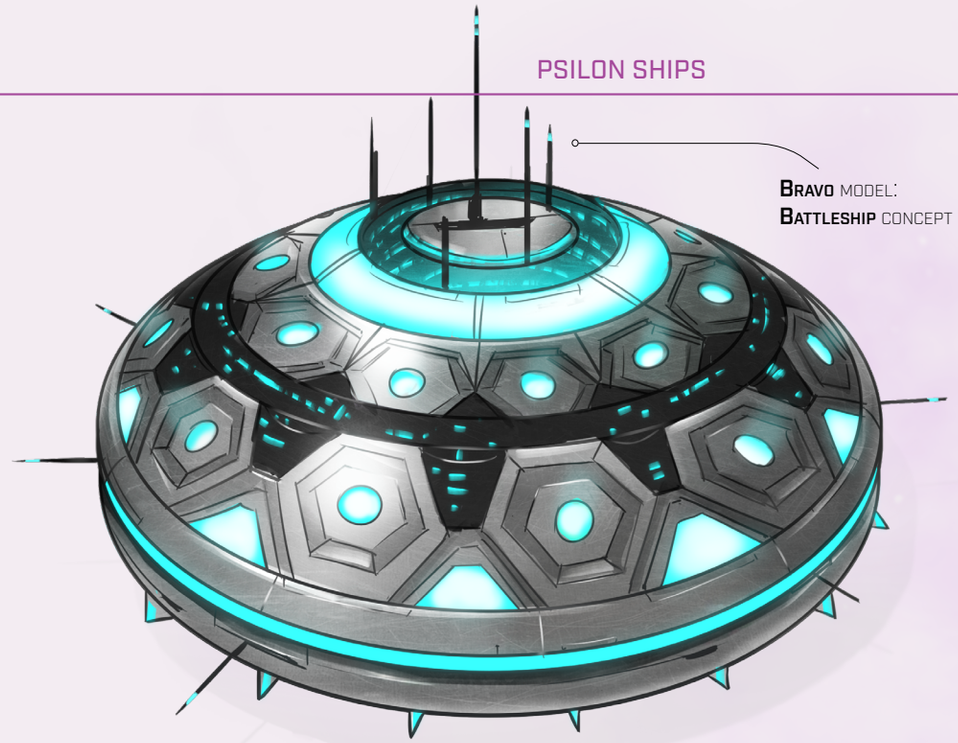
Alpha model:
Cruiser concept



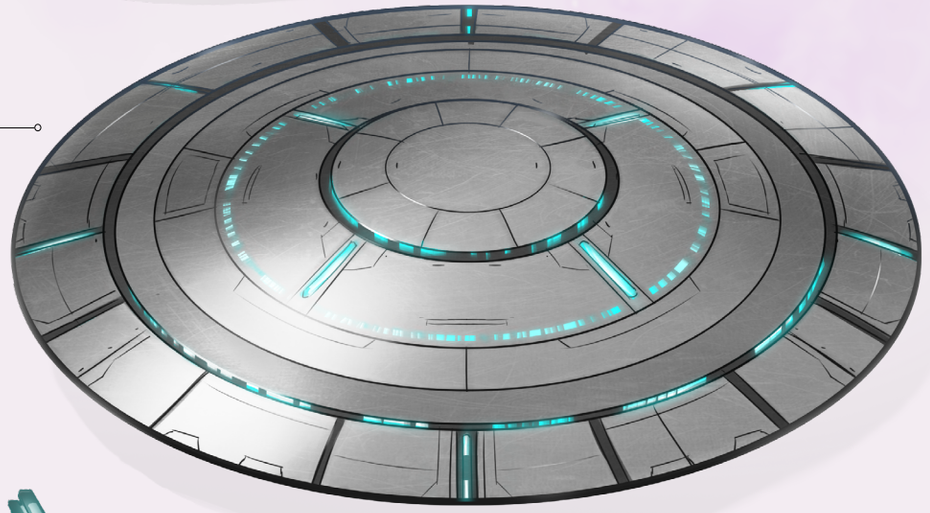
Bravo model:
Cruiser concept



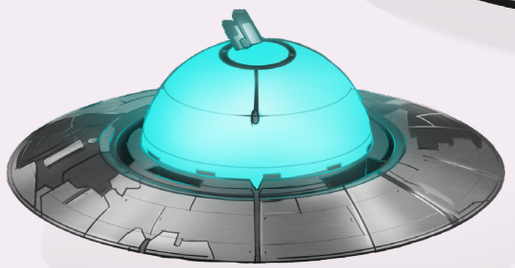
Bravo model:
Frigate concept



Bravo model:
Battleship concept

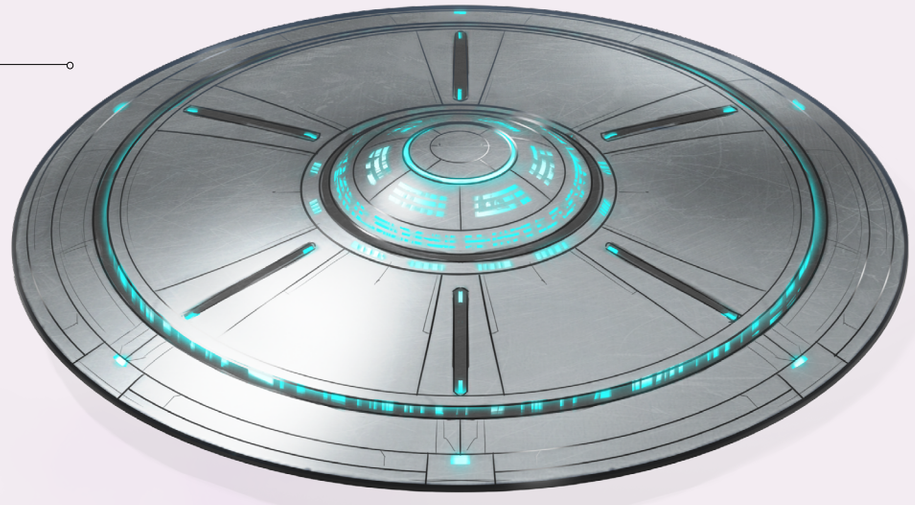


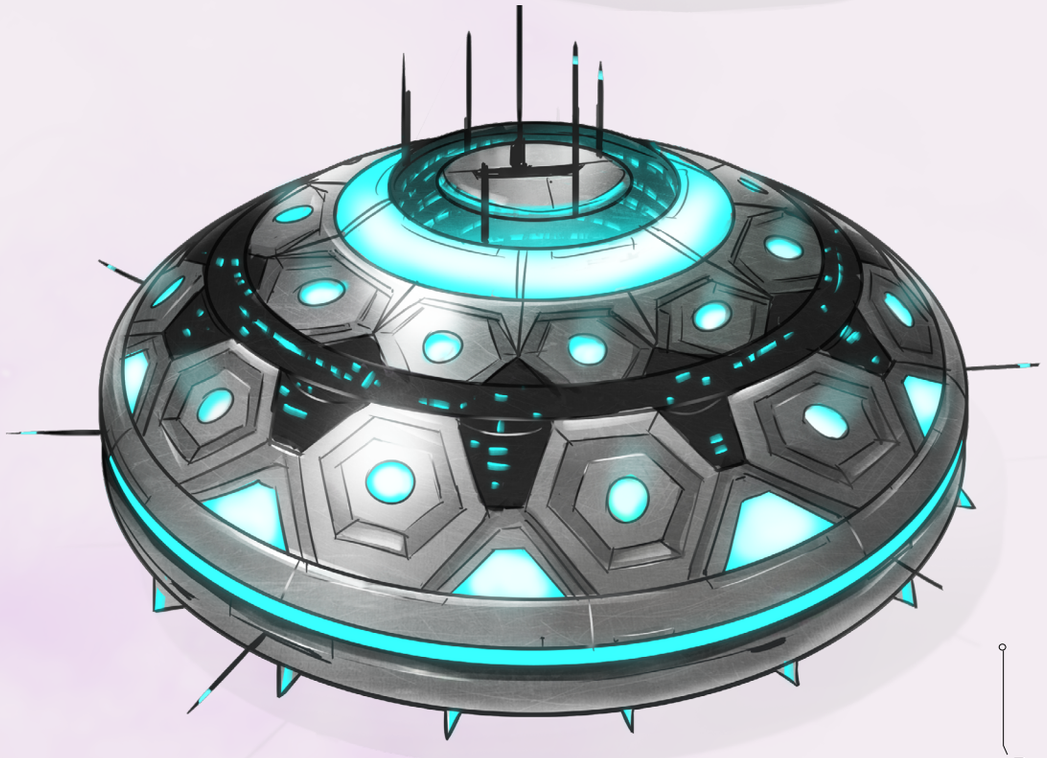
Alpha model:
Battleship concept



Alpha model:
Frigate concept

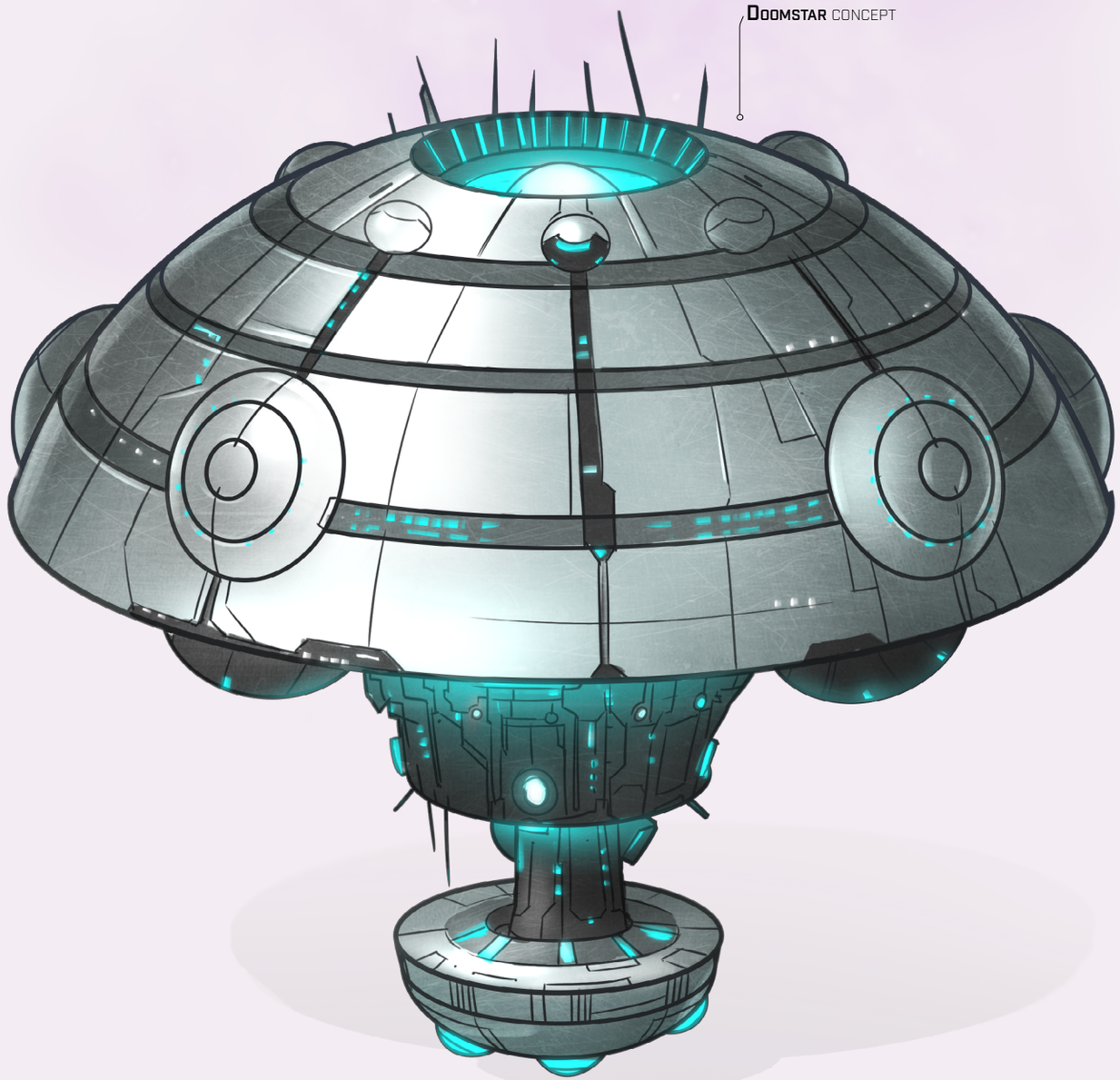
Alpha model:
Titan concept





Bravo model:
Titan concept

Doomstar concept



FRIGATE

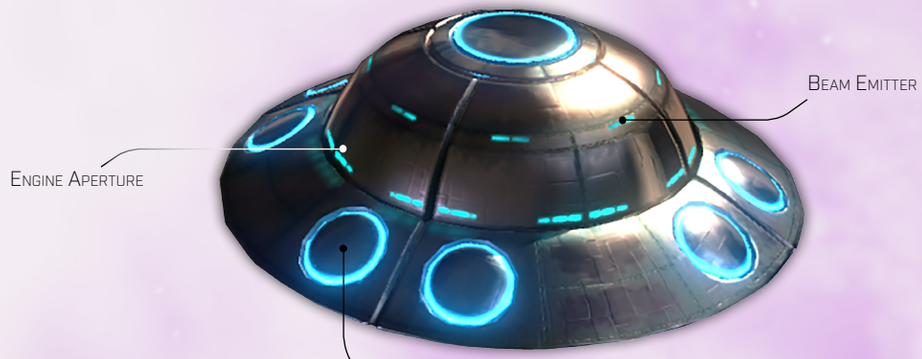
LIGHT ARMORED STRIKER

The designs of the Psilon ships are simplistic and streamlined in their intentions. They are not the fastest, strongest, or most capable ships in the galaxy, but they are designed to easily integrate new technologies as rapidly as the Psilon can discover them.

The Psilon care little for war, except for when their technology can assure them a swift victory.









DESTROYER

FAST SUPPORT ESCORT

Destroyer-class ships feature circular panels that can be easily popped out and replaced with other tech. The muted metal of the exterior is simply the finished product of the factory—the Psilon waste no effort in caring about the aesthetic design of the ship.

Bravo models are less rounded and feature spiked sensor devices.

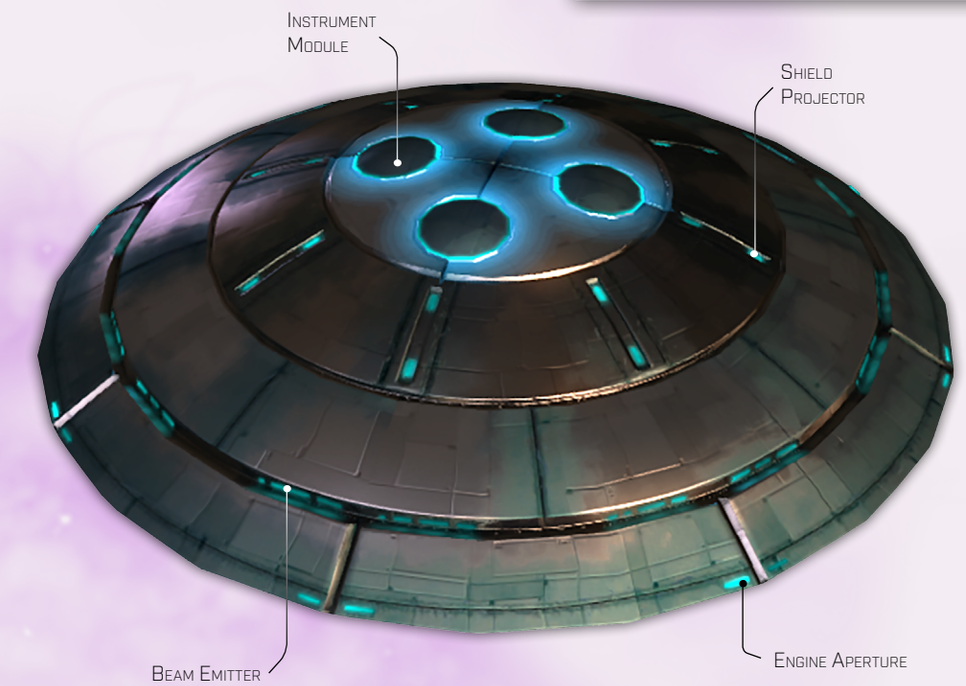
CRUISER

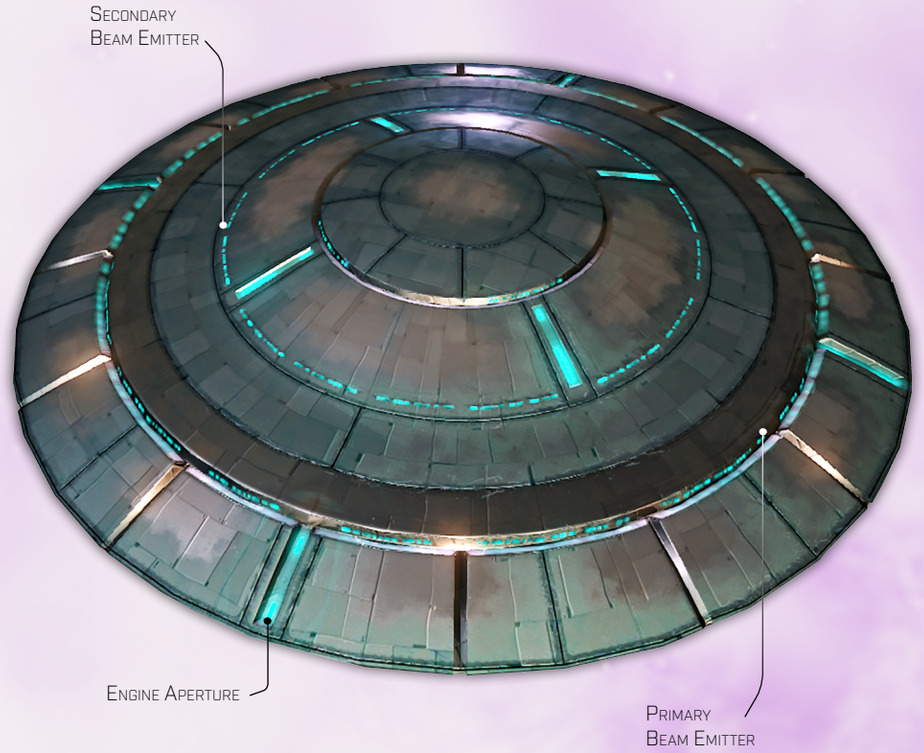
MEDIUM COMBATANT

The cruisers of the Psilon Quanta are almost disorienting in their flat, featureless design. The modular design with circular panels is carried over from the previous destroyer-class vessels.

Cruisers are frequently repurposed as research vessels, as they boast an impressively large cabin area. The Bravo model designs are taller, almost conical in shape.





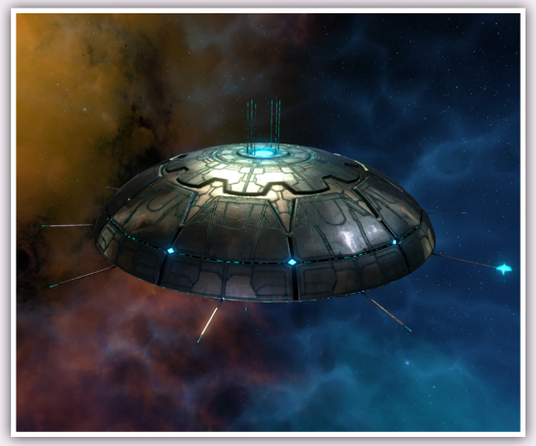


BATTLESHIP

HEAVY FLEET WARSHIP

Psilon battleship-class ships boast independently rotating circular panels across the top of the ship, helping distribute damage and moving damaged panels from specific lines of fire.

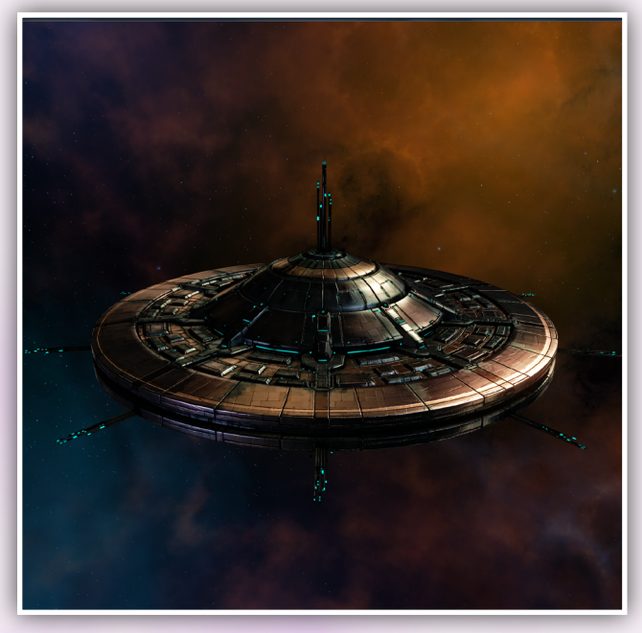
These rotating panels mean that certain sections of the ship can be given a priority ranking, ensuring that undamaged panels are constantly rotated to protect that area.

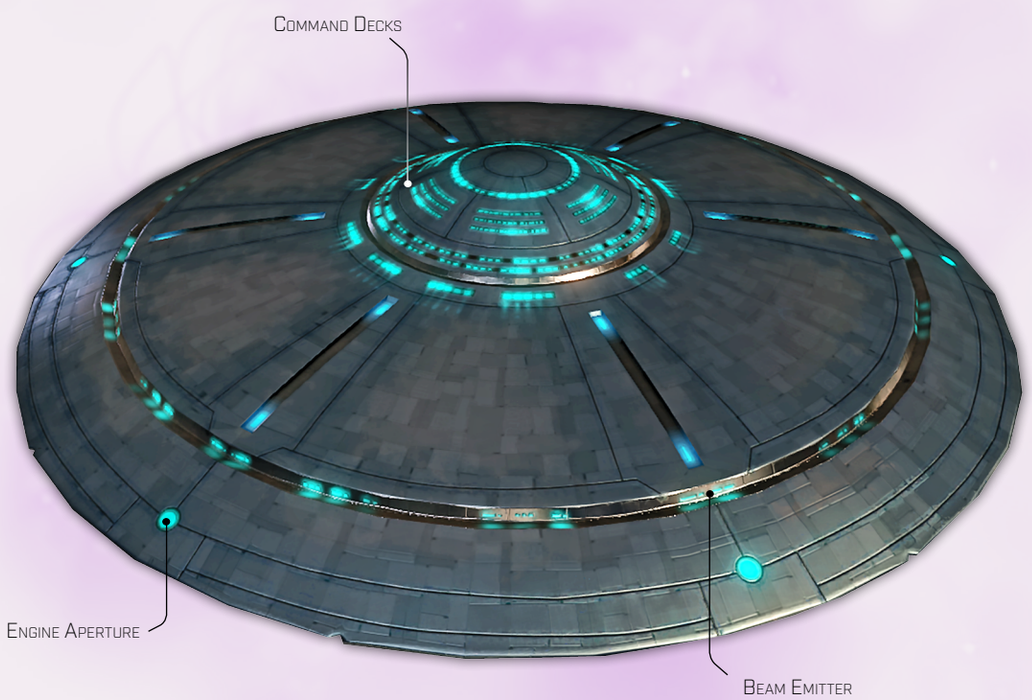


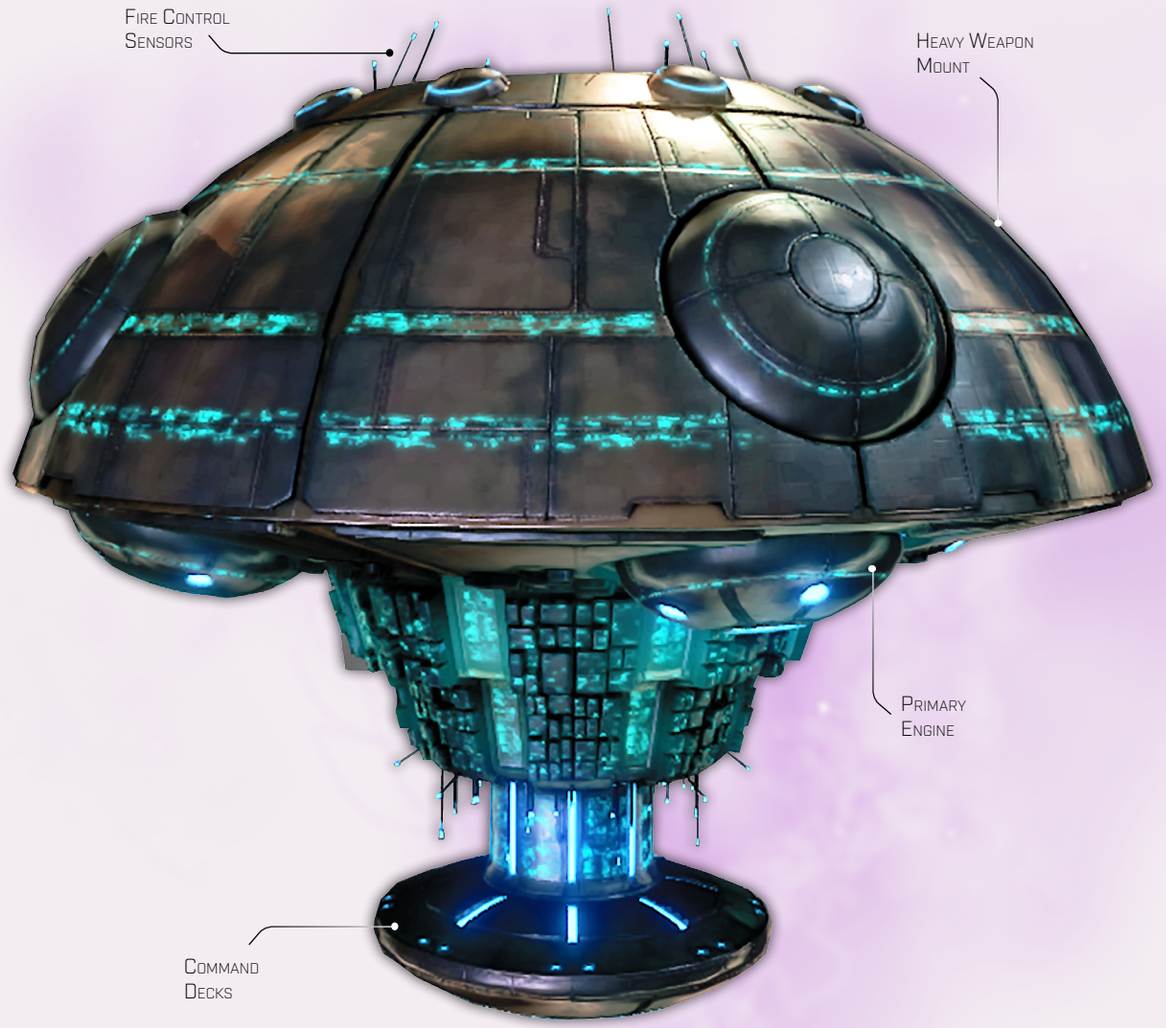
TITAN
ARMORED DREADNOUGHT

Titan-class ships of the Psilon armada are large and thin, leaning heavily towards the disc configuration common among Quanta ships.

The core of the ship acts as a hub to the other operations of the titan, housing most crew and research stations.







DOOMSTAR
MOBILE PLANETOID STATION

The doomstar of the Psilon Quanta appears much like a brain in a jar—the column-style base like a spine which connects the body of the ship to the bustling command center.





THE SAKKRA BROOD

AGGRESSIVE, EXPANDING, CRUDE

As one of the most aggressive races in the game, the Sakkra tear through the galaxy in an attempt to expand their wildly growing population across the stars. Brutal and crude, the Brood leaves an unmistakable mark on the galactic stage. Those who choose the Sakkra must rise to the challenge of a population that threatens to outgrow even the lushest of planets. Their population boasts brute force as an asset and it would be mistake not to utilize their natural gifts for battle.







VOICE ACTOR:
NOLAN NORTH

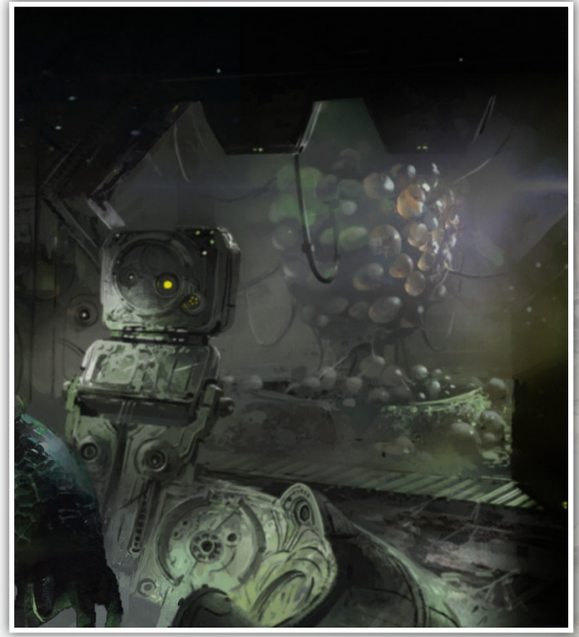
HIERARCH

LEADER OF THE BROOD

The Hierarch of the Brood is a brutish and ferocious leader. No one may hold the coveted position without first deposing the former leader and killing all vocal adversaries.

The tenure of a Hierarch begins with blood and ends with blood, but the years between are when the Sakkra are at their finest. When united under a strong and bold leader, the Brood swells militaristically and proves to be a worthy adversary for any who contest their claims to greatness.

The Hierarch rules with an iron will and disposition, unafraid to embrace the brutality on which Sakkra civilization is based.



VOICE ACTOR:
ROGER CRAIG SMITH

STEGO

LACKEY OF THE HIERARCH

Stego may not be the brightest or strongest Sakkra at the table, but he brings his own unique talents. When the Hierarch was a young brawler on the streets of Sssla, Stego served as his trustworthy lookout.The Hierarch would throw the punches and Stego would count the members of the back-up squad as they came down the alley. When the Hierarch ascended to the throne, Stego remained by his side and kept a vigilant watch on all potential threats. Trust is hard earned and easily lost in Sakkra culture, but Stego has proven himself time and time again.



SAKKRA

ESPIONAGE

The Chameleon division of the Brood's espionage program must do their best to avoid the things which the Sakkra traditionally value: brute force, shows of aggression, and overt power plays can be the undoing of spy missions. Spies of the Brood must also learn how to operate independently, away from the sheer numbers that compose one of the Sakkra's greatest strengths. The specialized training that is devoted to the Sakkra espionage program is a necessary commitment if the Sakkra ever seek to rise above the most rudimentary strategic vision.

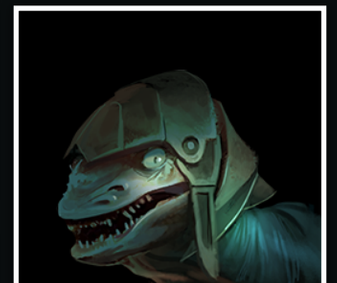
Sakkra spies are often deadly warriors and brilliant tacticians, able to operate independently from the Brood for long periods of time. They come from all backgrounds and Tribes of Sakkra society, each bringing specialized skills with them as they serve the Hierarch in the galaxy. Many spies report directly to the Hierarch, or else their hard fought information may be used in the frequent internal power struggles of Sakkra rule.



















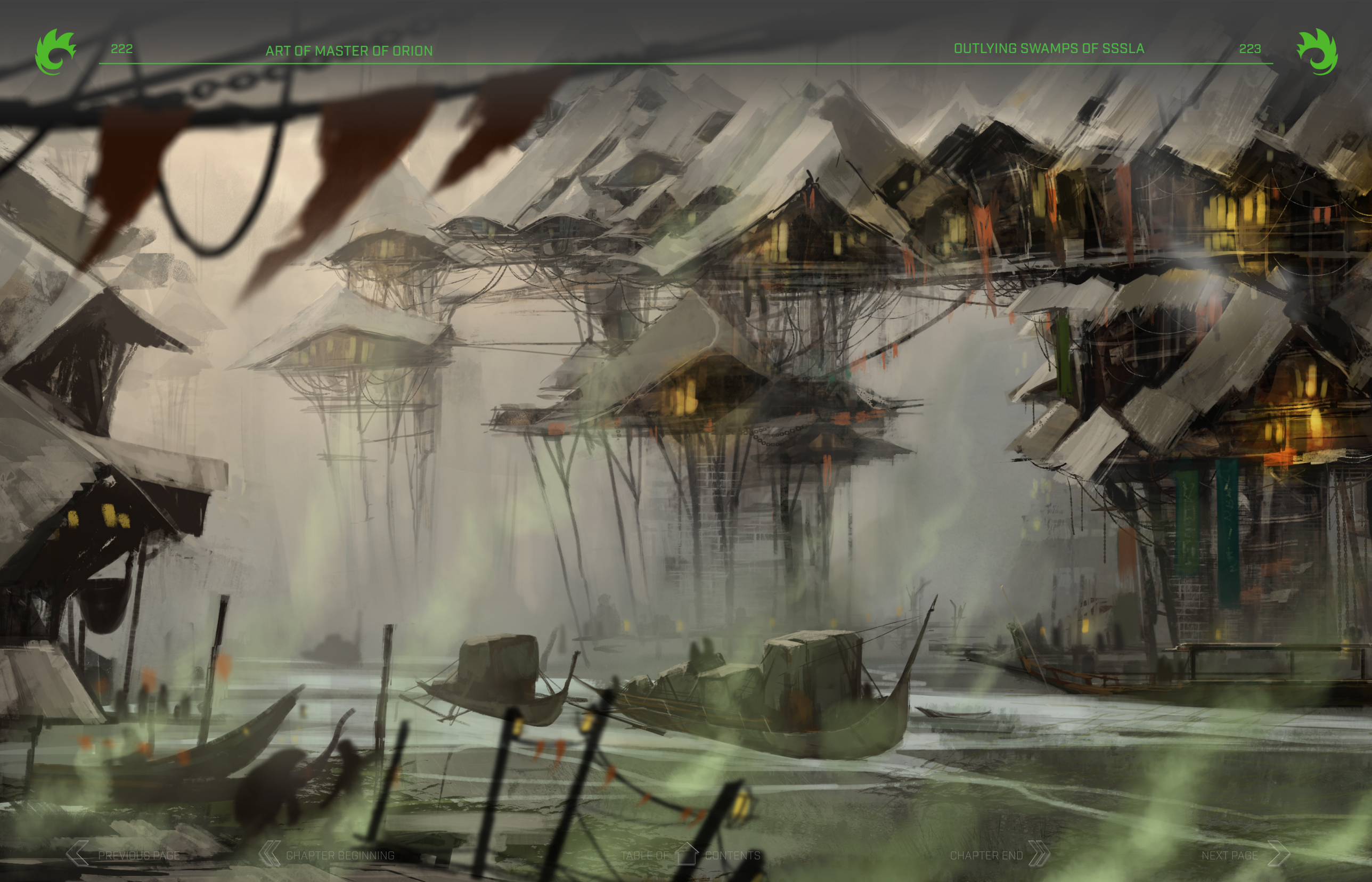
SSSLA

HOME WORLD OF THE SAKKRA

The heavy and humid atmosphere of the Sakkra's home world, Sssla, makes it a dense hothouse of lush vegetation and diverse life. The planet is covered in thick and intertwining jungles that surround a single vast, sluggishly stirring sea. The Sakkra must spread over all habitable land and also burrow deep within the planet in order to support their ever-expanding population. Sssla, along with the Great Sea that is considered the primordial mother of all Sakkra, is a sacred and glorious place that the people will defend to their deaths.

Chordata, the capital city of Sssla, was one of the first cities built by the ancient Sakkra. It was laid out for a much smaller population and today it bursts at the seams, with overcrowded structures crammed into every available space. Chordata is sited at the ideal location between the sea, nearby mountains, and the lush plains where most of the Sakkra's produce is grown. The Throne of Guanar is located deep beneath the palace grounds in the center of the city; there the Hierarch squats and plots the expansion of the Sakkra people.

The Sakkra are a crude, brutal, and savage race. Despite the cramped quarters and frequent brawls to the death in city streets, Sssla holds a unique place in the consciousness of the Sakkra. As the Sakkra aggressively spread to neighboring planets, the concept of home continues to evolve and adjust to fit the bursting needs of the people. But of all the lands they must conquer to support their booming population, only one planet can be considered the true birth place of the Sakkra.





Alpha model:
Battleship concept

Bravo model:
Frigate concept

Bravo model:
Battleship concept

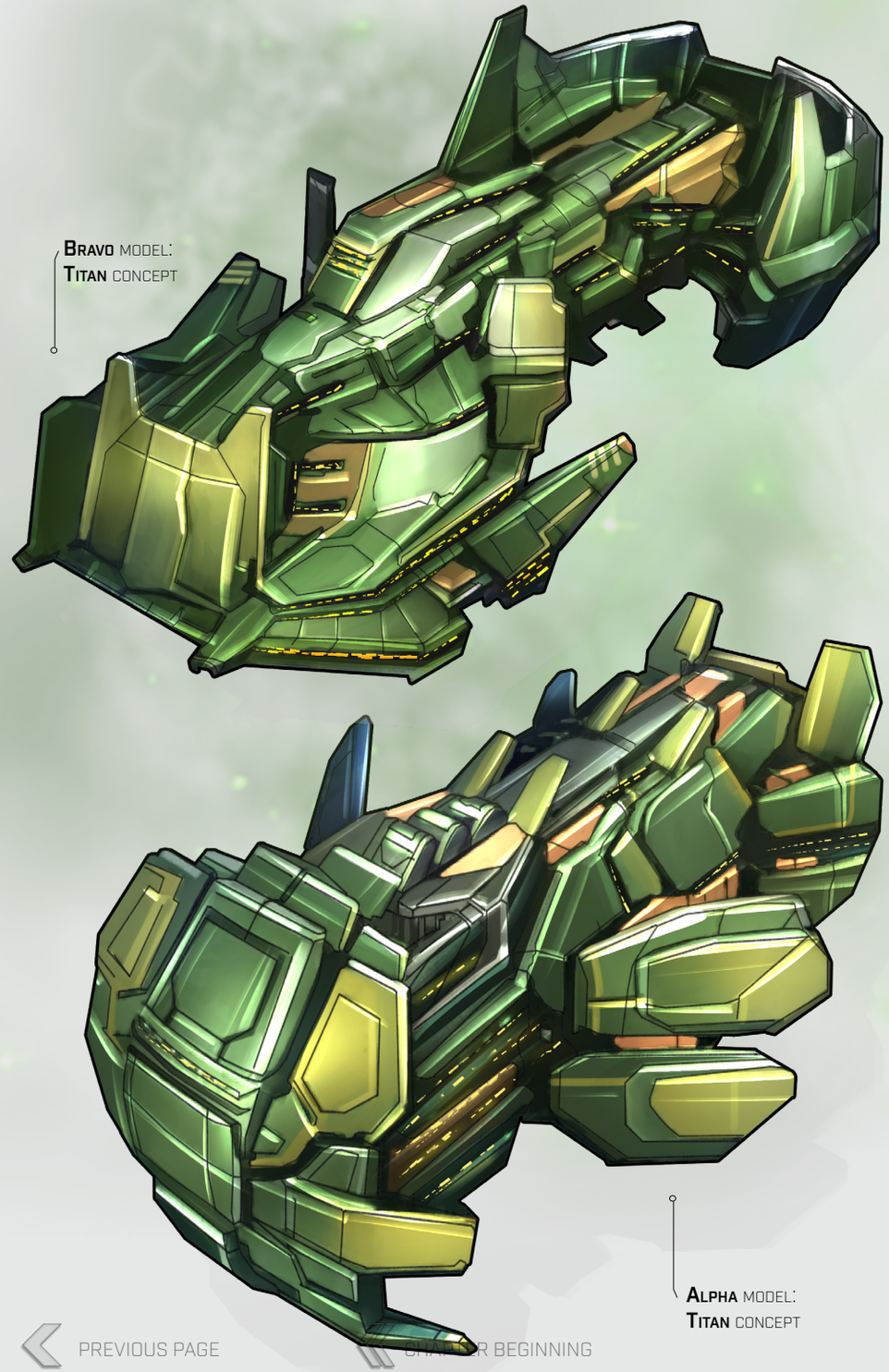
Alpha model:
Frigate concept

Alpha model:
Destroyer concept

Bravo model:
Destroyer concept

Alpha model:
Cruiser concept

Bravo model:
Cruiser concept



Bravo model:
Titan concept

Alpha model:
Titan concept



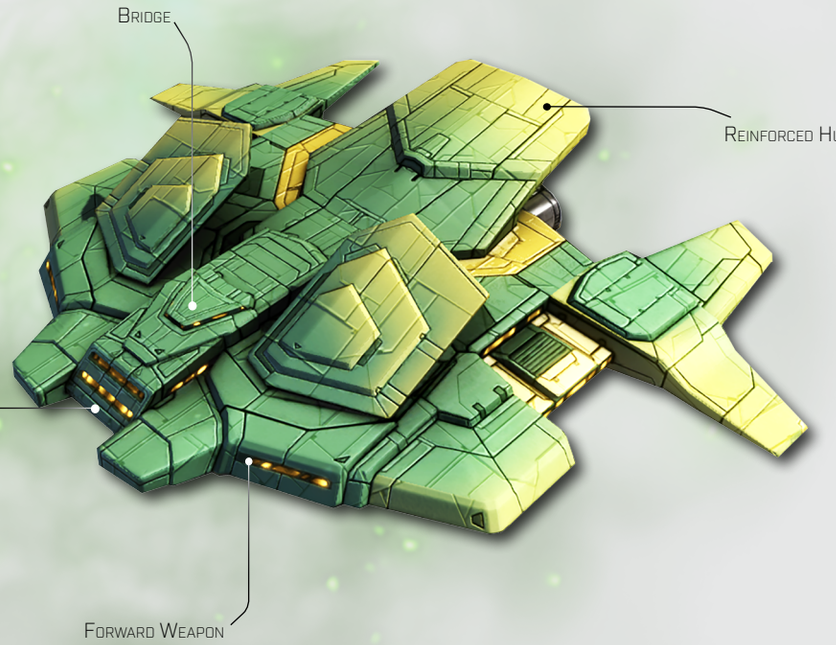
Doomstar concept

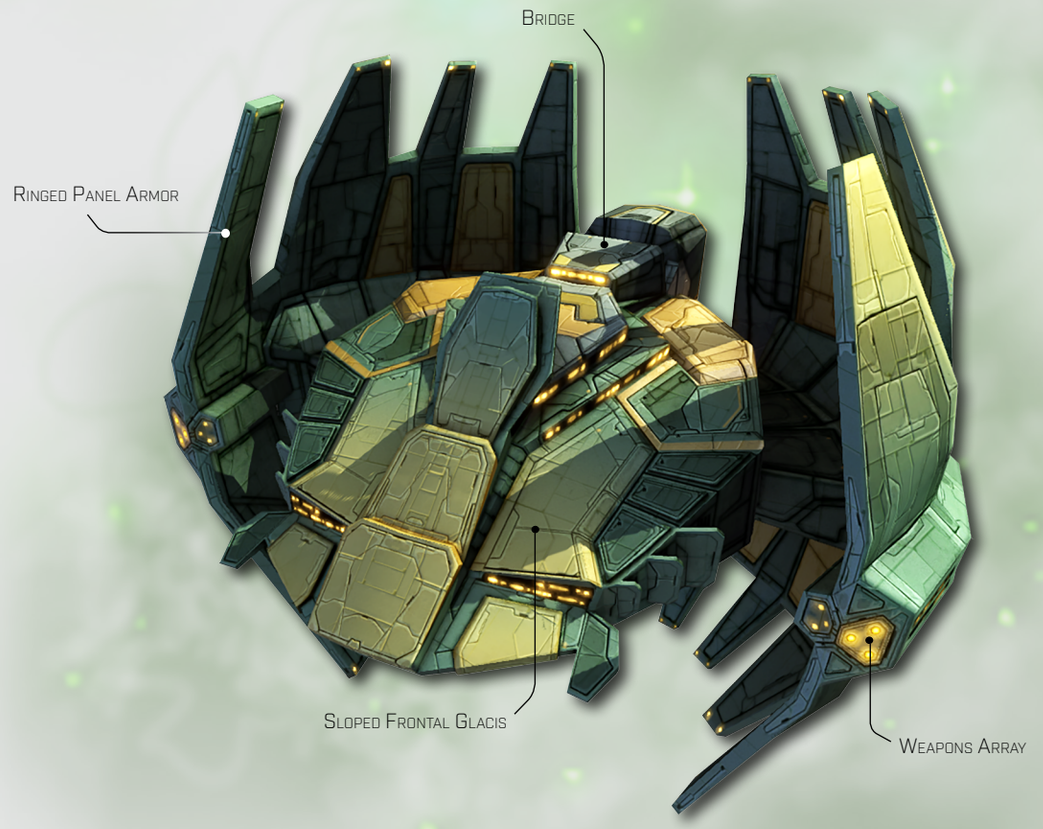
FRIGATE

LIGHT ARMORED STRIKER



Sakkra ships are fully utilitarian in their design. The distinctive jagged panels of the Brood's fleet are primarily defensive in nature, not unlike the shells that many Sakkra carry on their own bodies. The bright green exterior recalls the tropical vistas of the Sakkra's native Sssla. Bravo designs of the frigate concentrate the panel defenses on the rear of the ship.

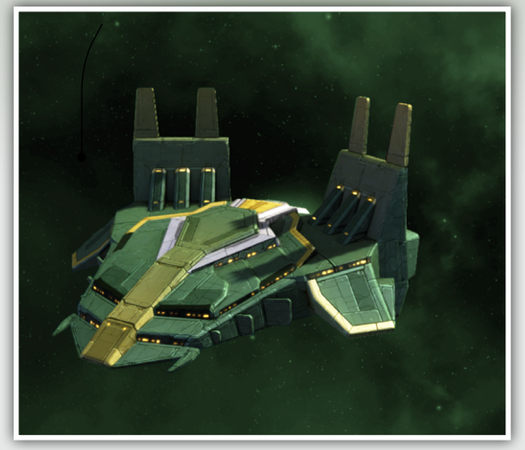




DESTROYER

FAST SUPPORT ESCORT

Destroyer-class ships boast an impressive crown of thorns in the form of a nearly complete ring of dense panels that can protect vital parts of the ship from incoming fire. The core of the ship is sloped to help deflect enemy attacks. The bravo ship models merge the protective panels and the main hull of the ship for a unified defense system.

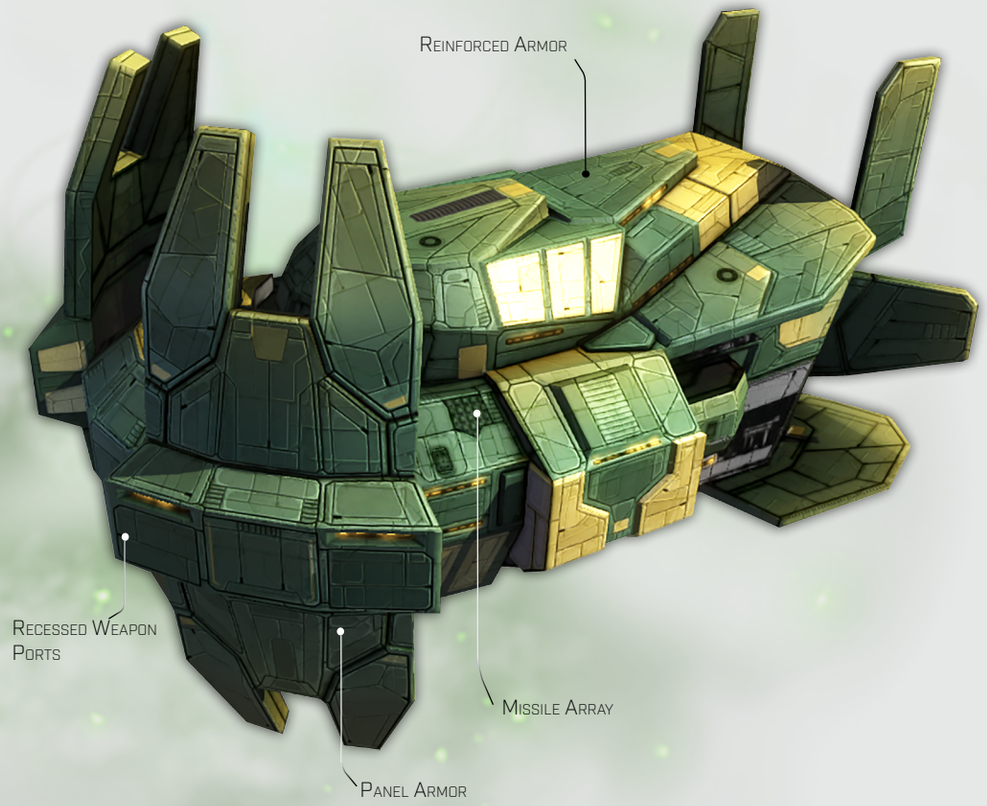


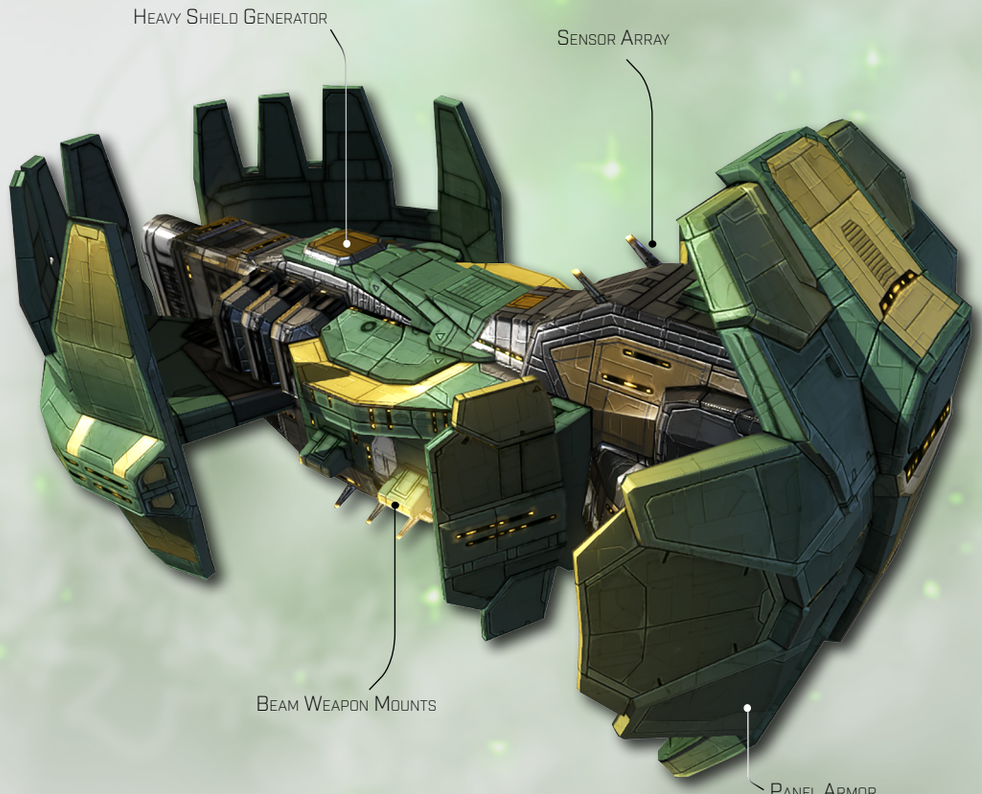
CRUISER

MEDIUM COMBATANT



The Sakkra cruisers focus their panels on the front of the ship, creating a deadly battering ram which can be used in ramming and boarding maneuvers. The main section of the ship is stout in design and built to take a severe beating. The alternative cruiser design maintains the battering-ram front, though it is subtler in its shape.





BATTLESHIP

HEAVY FLEET WARSHIP

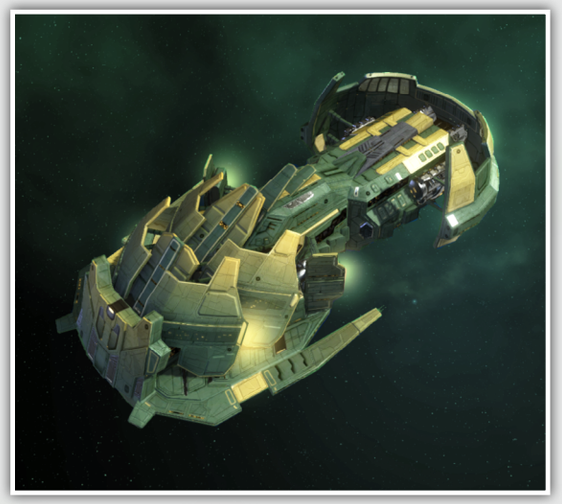
The battleship-class ships of the Brood carry over the most successful design features from two predecessors. The destroyer's distinct crown of panels is merged with the battering-ram panels of the cruiser-class, creating a battleship that is ready for any type of combat. Bravo models of the ship have a similar design, but incorporate more sloped sections of the main hull.



TITAN

ARMORED DREADNOUGHT

Sakkra titan-class ships embody the spirit of the Sakkra in battle: the best defense is a good offense. The brute strength of the titan allows it to sustain an inordinate amount of damage, but never at the cost of offensive capabilities.

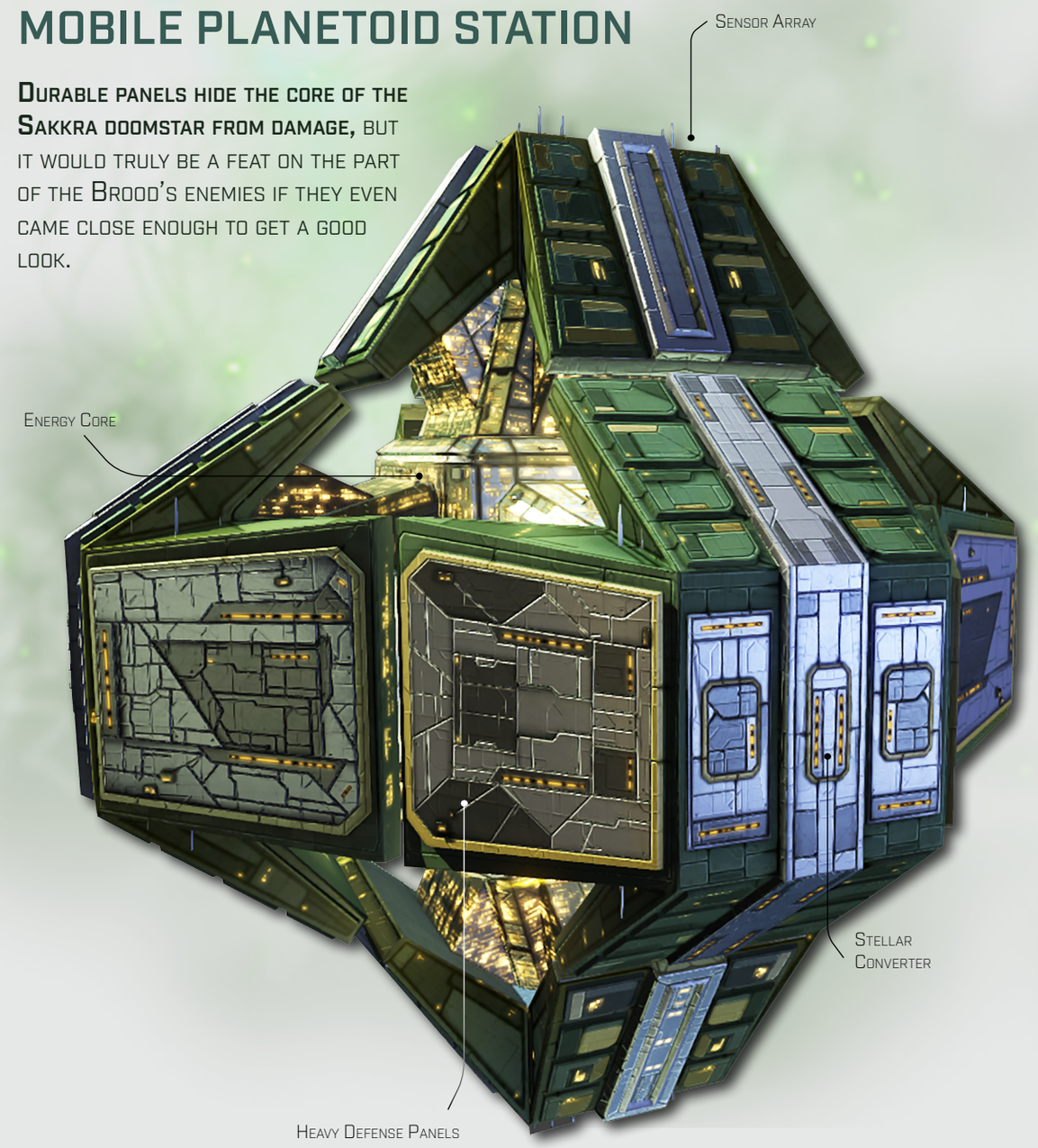




DOOMSTAR

MOBILE PLANETOID STATION

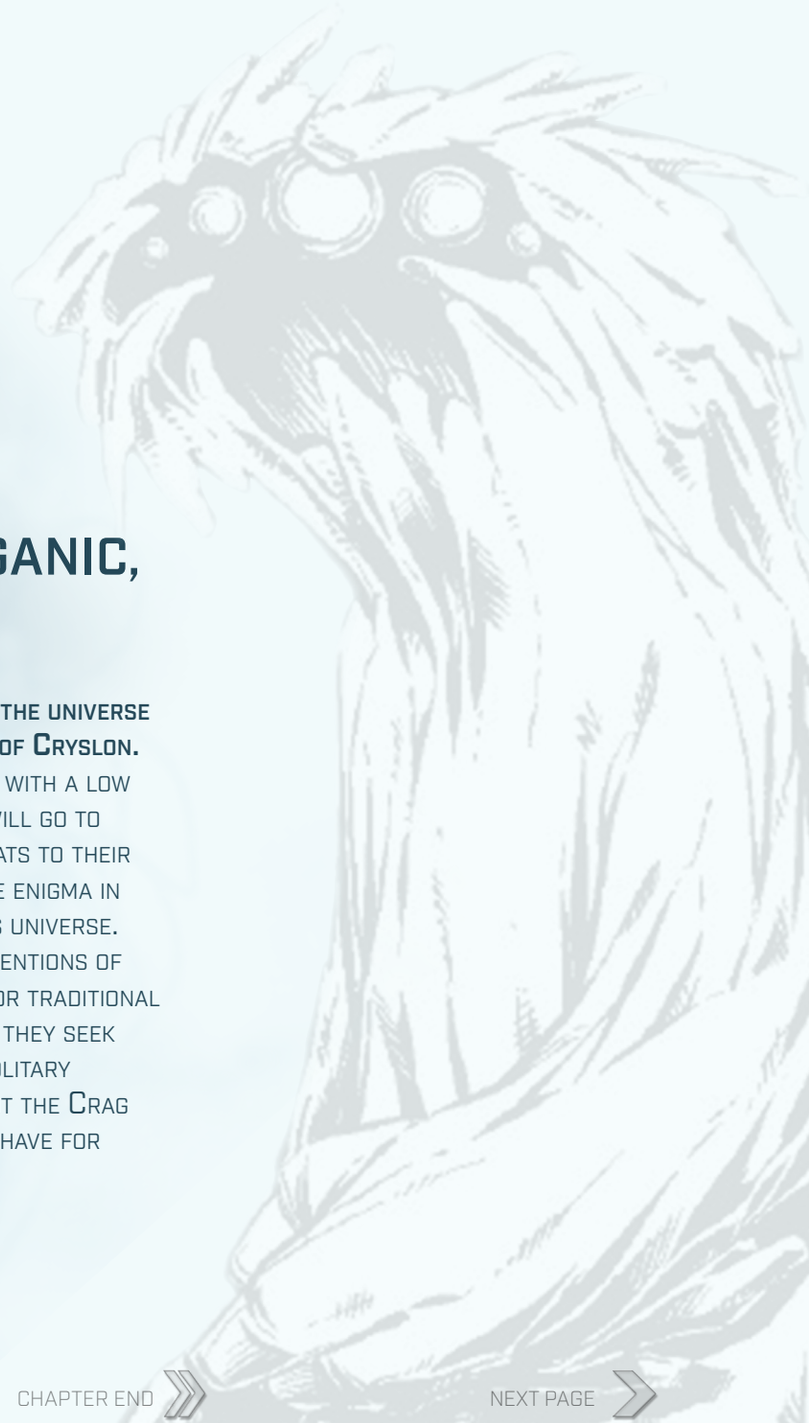
Durable panels hide the core of the Sakkra doomstar from damage, but it would truly be a feat on the part of the Brood's enemies if they even came close enough to get a good look.







THE SILICOID CRAG

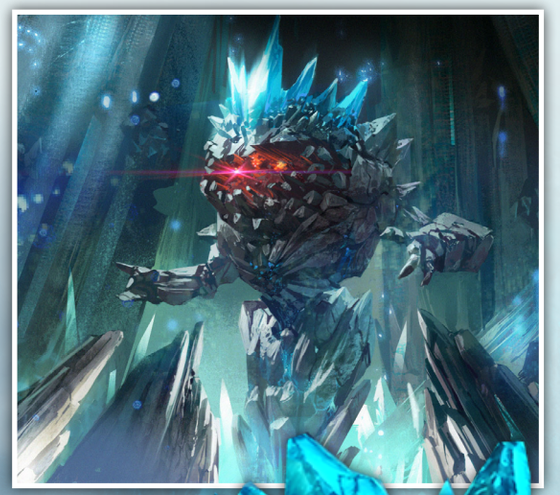


ANCIENT, INORGANIC, UNKNOWABLE

The Silicoid have long watched the universe unfold from their ancient seat of Cryslon. Inorganic mineral-based beings with a low population count, the Silicoid will go to extremes when faced with threats to their people. They are an unknowable enigma in the already diverse and curious universe. They are not bound by the conventions of organic life and have no need for traditional means of sustenance. Whether they seek domination or a peaceful and solitary existence is up to the player, but the Crag will serve their leader as they have for thousands of years.







KEYSTONE

LEADER OF THE CRAG

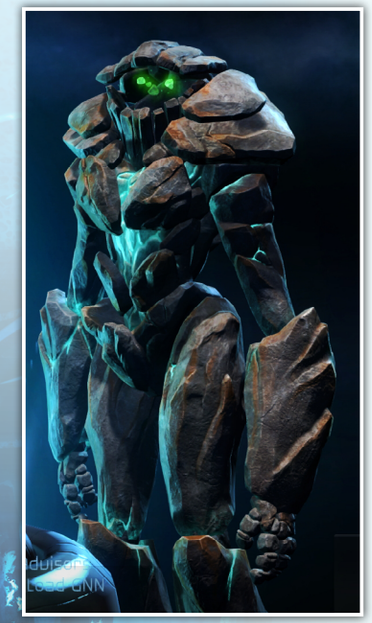
The Keystone of the Crag is pulled from the Sacred Basin and chosen for the role it will play in society, just as any other Silicoid is. There is no pomp and circumstance around the role, it is simply a job that must be done. The practicality and emotionless detachment of the Silicoid make the Keystone a particularly bizarre participant in galactic relations. There is no subterfuge or complexity in dealing with the Silicoid—there is only the bare minimum of interaction and the demands of the Crag. The Keystone finds no glory in the role and treats it the same as any other mandatory role in society.

VOICE ACTOR:
FRED TATASCIORE

FULCRUM SANDEBAR

ADVISOR TO THE KEYSTONE

Fulcrum Sandebar is one of the eldest known functional Silicoids. She uses the expertise of her wisdom to guide the Keystone, who is much younger. When Fulcrum was pulled from the Basin she was assigned to the role of Scientist, spending decades in the heart of Silicoid society researching communication patterns among her people. As Advisor, she is well versed in the social and diplomatic relations that are a struggle for most Silicoids. She is well respected by her peers and considered a major asset to the reign of the current Keystone.



VOICE ACTRESS:
MISTY LEE



SILICOID

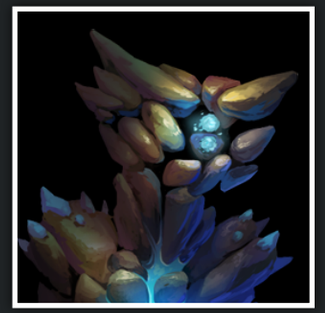
ESPIONAGE

Silicoid espionage efforts must contend with innate and serious obstacles. Silicoids are seen as repulsive beings who are immediately rejected from alien societies and constantly met with suspicion and distrust. The Sappers, members of the Silicoid Crag's espionage cadre, are usually forced to gain information through long-term listening posts. One of their methods is to land undetected on an enemy-held planet and bury themselves down in the substrate. Taking advantage of the Silicoid ability to go hundreds of years without moving, the Sapper simply waits and listens to the vibrations of the planet. These vibrations let them know the coming and goings of resources. If the right moment arises, depending on contingency orders, the agent can suddenly emerge to sabotage a key facility or assassinate a high-value target.



















CRYSLON

HOME WORLD OF THE SILICOID

The harsh home world of the Silicoid race is a mineral-dense and barren planet that the Silicoid have been mining since the beginning of their civilization. The Silicoid must exercise caution: they cannot strip the planet bare without potentially risking the Sacred Basin, the only place where Silicoid have successfully been grown. The surface of the planet is eerily silent. The Silicoid are inorganic and fundamentally strange, existing even when all conventional science says their existence should be impossible. Cryslon, the home world of the Silicoid, is like its inhabitants in that sense.

Resonnor, the capital city of Cryslon, is where the Sacred Basin and the seat of the Crag government are located. Tall columns of stone rise from the land as if some disruptive and terrible force had shoved them from the planet's crust. Silicoid beings move soundlessly down the streets without communicating to each other, the city operating in almost total silence. Resonnor is the most highly fortified location in the Crag's empire, and if all other bases were to be sacrificed, it would be to save this crucial city.

The Silicoid are shoved onto the galactic stage because of their insatiable need to consume minerals that Cryslon cannot provide. They must plan their movements across the galaxy with care, always keeping an eye on the planet that gave them life. Their presence in the universe is unique and must be preserved at all costs—even as their hunger pushes them to the edges of known space.

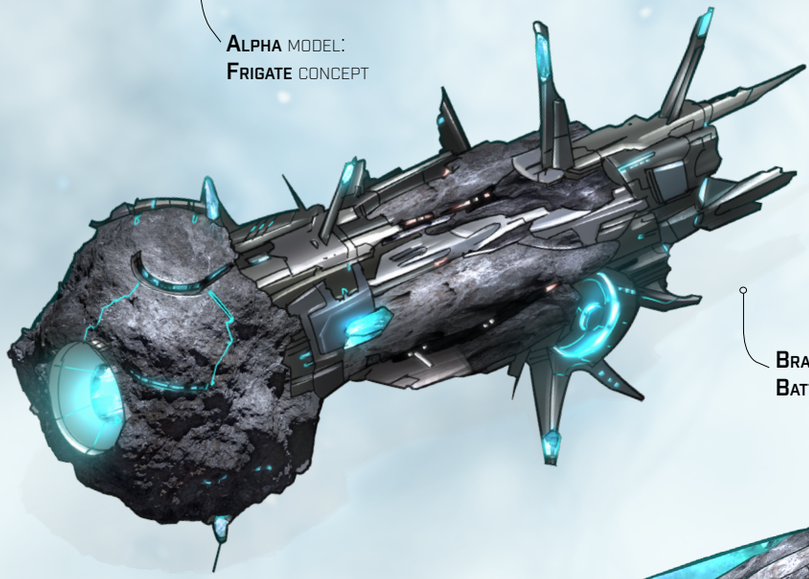




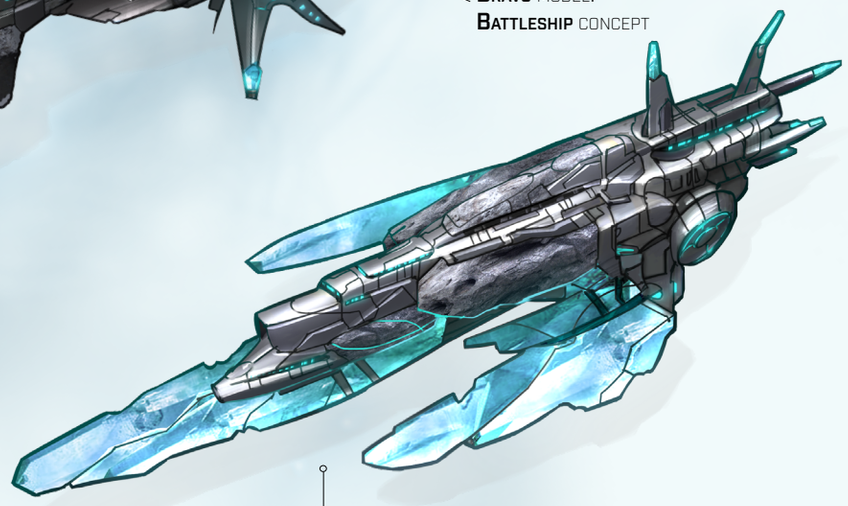
Alpha model:
Frigate concept



Bravo model:
Frigate concept



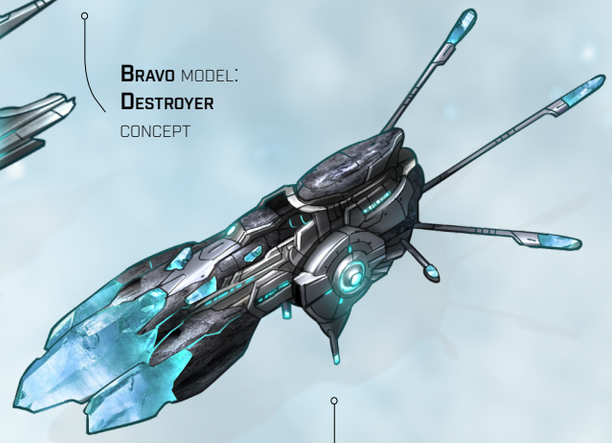
Bravo model:
Battleship concept



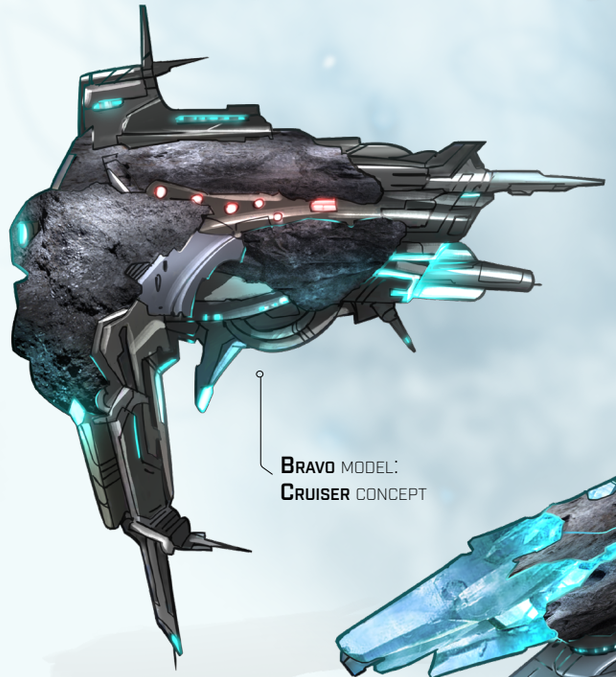
Alpha model: **Battleship** concept



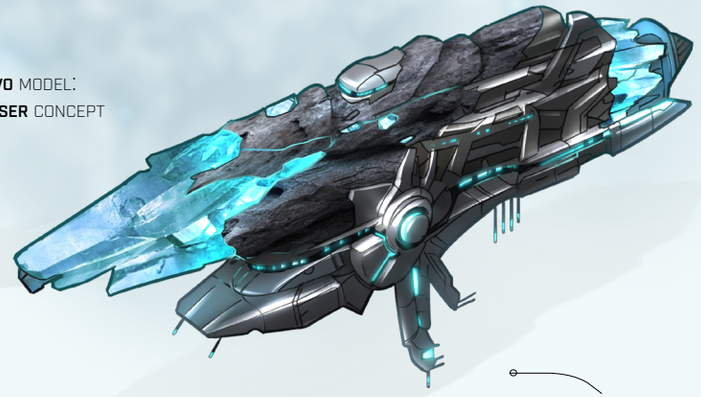
Bravo model:
Destroyer
concept



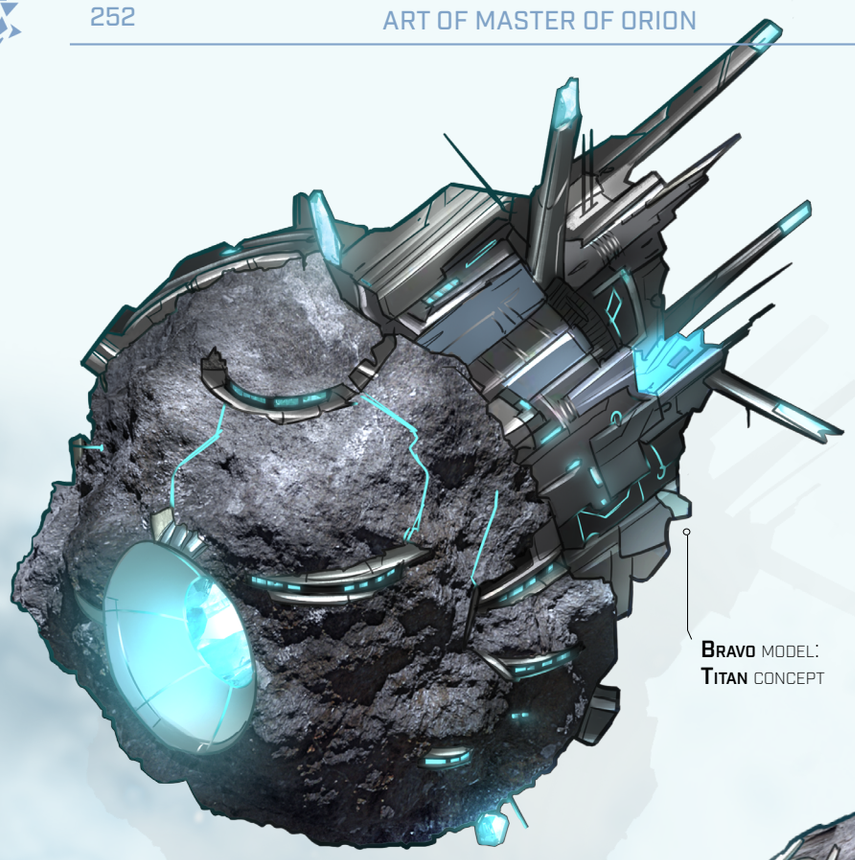
Alpha model:
Destroyer concept



Bravo model:
Cruiser concept



Alpha model:
Cruiser concept



Bravo model:
Titan concept



Alpha model:
Titan concept

Doomstar concept

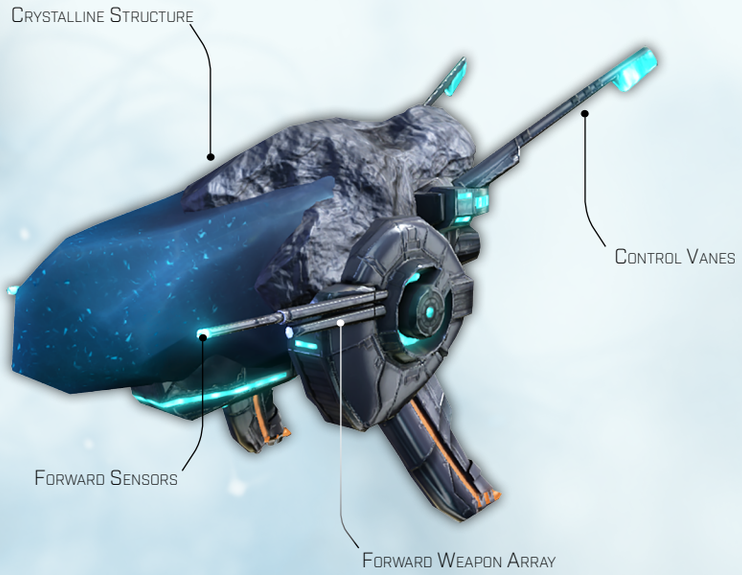


FRIGATE

LIGHT ARMORED STRIKER

Silicoid ships, similar to Klackon ships, are a combination of grown and built parts. Silicoid ships are developed from raw ore and materials and then enhanced with mechanical parts to facilitate high-speed travel. The frigate-class ships are the smallest of the fleet, often using a single crystalline structure as the foundation of construction.







DESTROYER

FAST SUPPORT ESCORT

Destroyer-class ships of the Silicoid fleet are straightforward in their construction. Every aspect of the ship serves a specific purpose and the Silicoid care not for superfluous design. The crews of Silicoid ships are minimal in comparison to other races, with individual Silicioid plugging directly into the ship and overseeing whole programs seamlessly. Bravo designs of the ship are more mechanical than mineral-based.



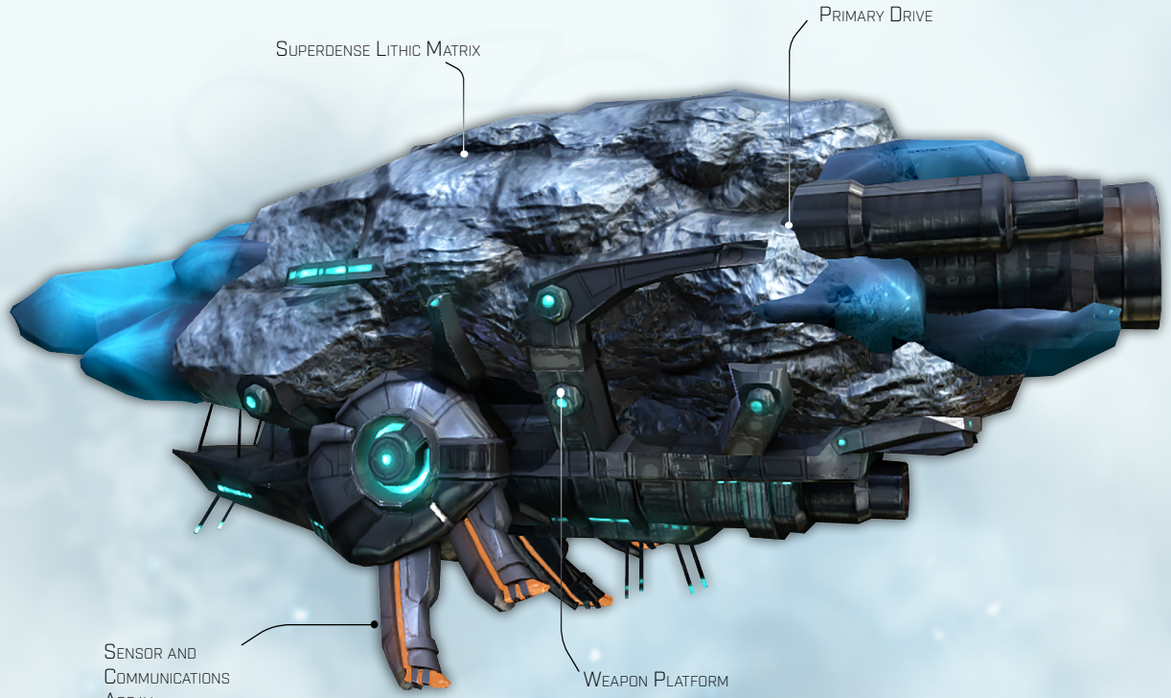


CRUISER

MEDIUM COMBATANT

Cruisers of the Silicoid Crag are marvels in engineering. The mineral-based segments of the ship respond directly to the Silicoid's consciousness and the constructed versions have learned to follow the same commands. These ships are hyper-dense in formation, making them especially tough to crack. The alternate designs for the ship encase mechanical parts protectively within the mineral shell.

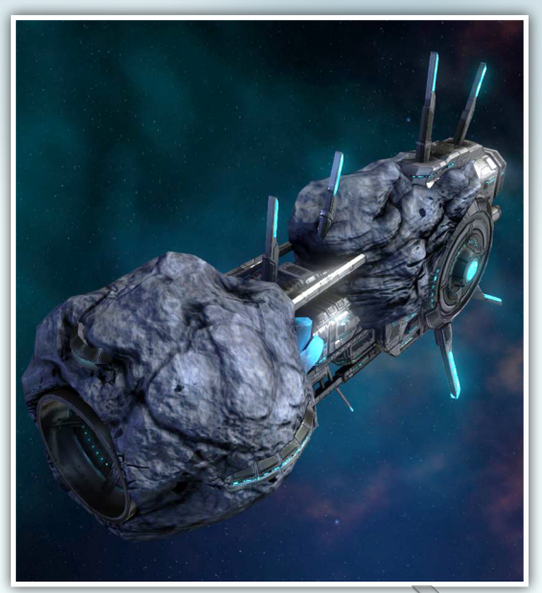




BATTLESHIP

HEAVY FLEET WARSHIP

Silicoid battleships are as unfeeling and ruthless as the Silicoid themselves. The integration of machine and mineral hits its peak with this design, seamlessly transitioning between natural and constructed systems. Bravo designs are more defensively oriented, with less exposed crystal.



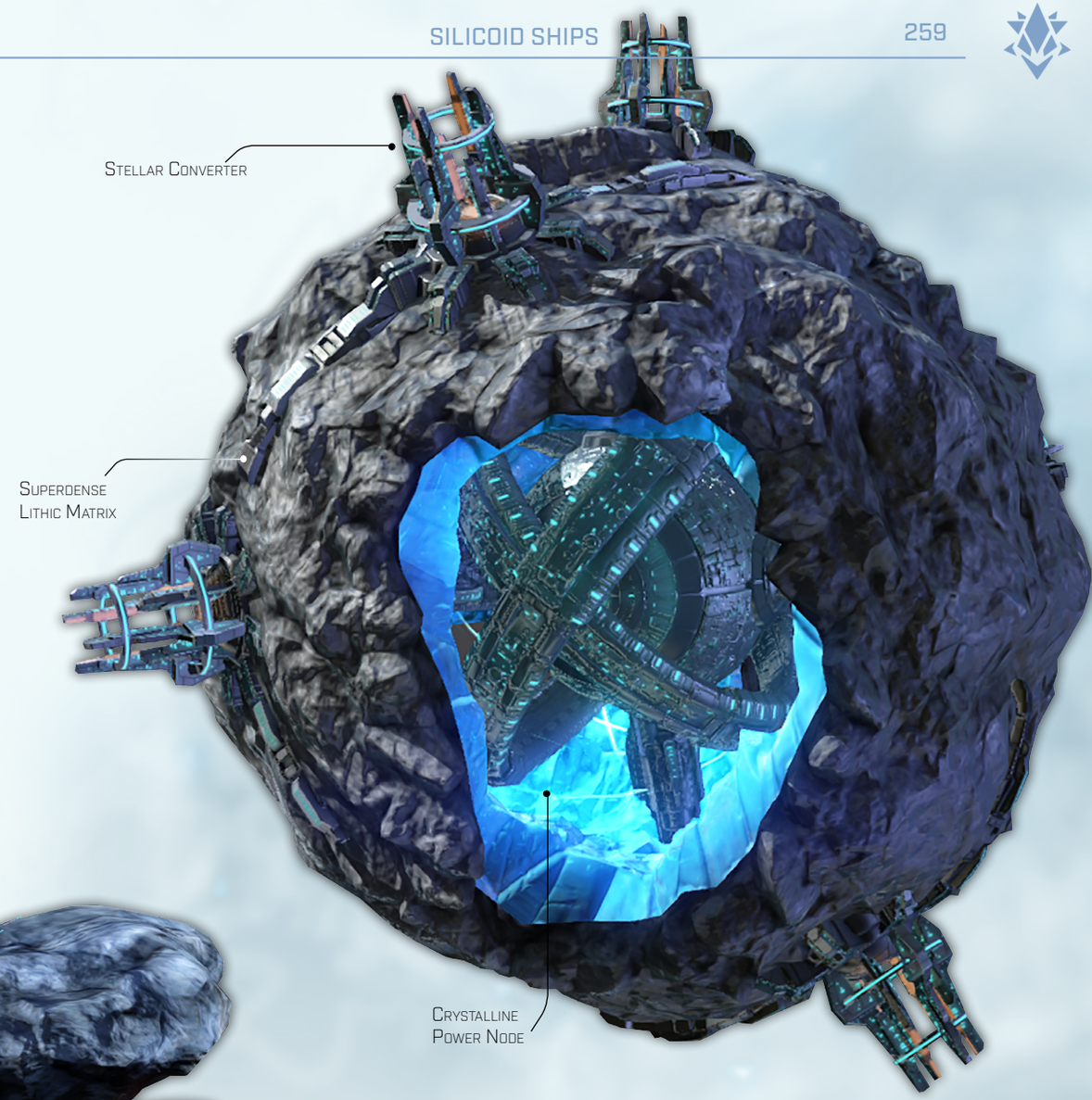
TITAN

ARMORED DREADNOUGHT

Titan-class ships of the Silicoid armada are formidable in offensive and defensive capabilities alike. Foes of the Crag dread the sight of these mighty ships crossing their horizons, as widespread destruction is sure to follow. Bravo models of the titan are impressively self-contained, similar to a geode.







DOOMSTAR

MOBILE PLANETOID STATION

The Silicoid fleet embraces the geode growth structure of the doomstar. All systems are internal facing, leaving the exterior surfaces unadorned and almost invulnerable to damage.





EXIT RAS



PIRATES



SPACE MONSTERS



THE GUARDIAN

PLANET ORION



WEAPONS AND STRUCTURES

EARLY CONCEPTS

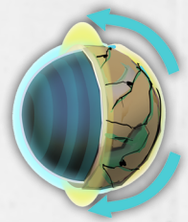

UBER INFERNO


UBER GRASSLAND


UBER TROPIC


UNNAMED


TERRAFORMING


UBER CAVERNOUS


POLLUTION CLEAN-UP

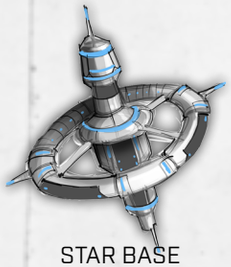

EXPORT

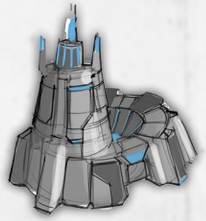

TRADE GOODS


ARTEMIS NET

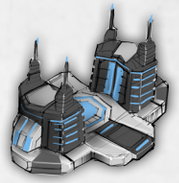

JUMP GATE


SCIENTIFIC VICTORY


STAR BASE

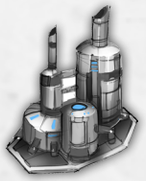

CRUST PROSPETING


MOON LABORATORY


GRAVITY GENERATOR


ROBO MINERS

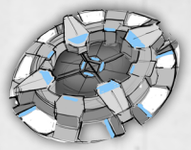

OUTPOST


TOXIC PROCESSOR

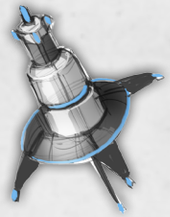

SPACE ACADEMY



SOLAR KILN



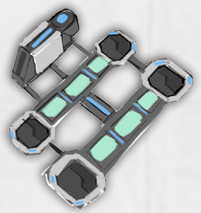
CORE WASTE DUMP



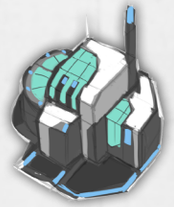
HIGH ORBIT SONAR



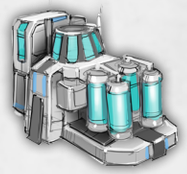
WARP INTERDICTOR



SUBTERRANEAN FARMS



AUTOLAB



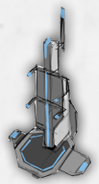
CLONING CENTER



POLLUTION PROCESSOR



SUPERSCALE GAS HARVESTER



ORBITAL SHIPYARDS



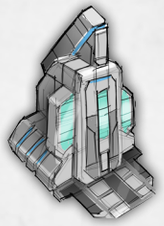
PLANETARY FLUX SHEILD



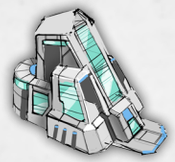
CYBERTRONIC COMPUTER



PLANETARY RADIATION SHIELD



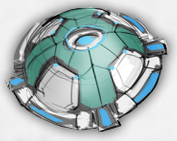
SPECIAL UNITS



GALACTIC CURRENCY EXCHANGE



RADIO TELESCOPE OBSERVATORY



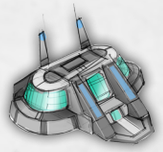
PLEASURE DOME



HOLO SIMULATOR



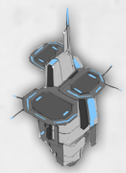
GOVERNMENT SUPPORT FACILITY



ESPIONAGE TRAINING FACLITIY



GEOSYNCHRONIC WAREHOUSE



INTERPLANETARY ADMINISTRATION



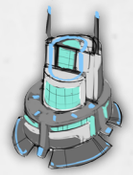
FIGHTER GARRISON



PLANETARY STOCK EXCHANGE



UNNAMED



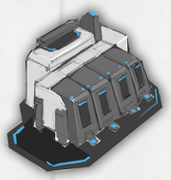
ALIEN MANAGEMENT CENTER



ENERGY ABSORBER



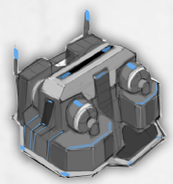
DEEP CORE MINE



OPTRONIC COMPUTER



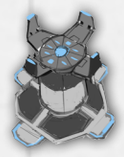
GALACTIC CYBERNET NODE



MATTER CONVERTER



MISSILE BASE



WEATHER CONTROLLER



NEUTRON COLLIDER



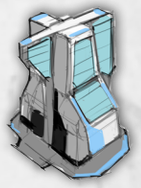
SPACEPORT



GROUND BATTERIES



GALACTIC CURRENCY EXCHANGE



COLONIAL REVENUE SERVICES



MARINE BARRACKS



DEEP SEA COOLING



INTERSTELLAR STOCK EXCHANGE



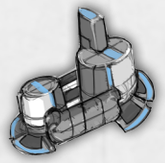
ARMOR BARRACKS



ANAEROBIC COLONIES



FUNGAL FARMS



UNNAMED



AUTOMATED FACTORY



ASTRO UNIVERSITY



CAPITAL



SOIL ENRICHMENT FACILITY



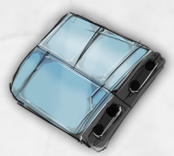
CLASS I SHIELD



DEUTERIUM REACTOR



AUGMENTED ENGINE



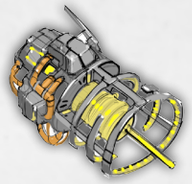
TITANIUM ARMOR



TRITANIUM ARMOR



HARD SHIELDS



TRACTOR BEAM



LIGHTNING FIELD



ANTI-MATTER TORPEDO



PHASING CLOAK



CLOAKING DEVICE



BIO TERMINATOR



PULSAR



STRUCTURAL ANALYZER



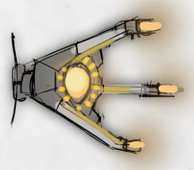
LASER CANNON



NEUTRON BLASTER



FIGHTER BAYS



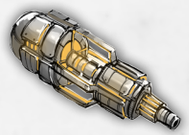
UNNAMED



UNNAMED



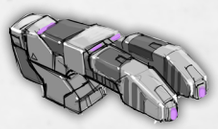
OPTRONIC COMPUTER



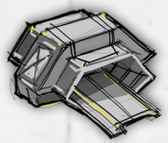
ION PULSE BEAM



GRAVITON BEAM



PHASORS



BOMBER BAY



FUSION DRIVE



MULTI-WAVE ECM JAMMER



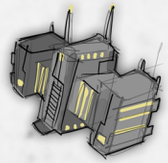
CLASS III SHIELD



FUSION BEAM



FUSION BOMB



INERTIAL NULLIFIER



MERCULITE MISSILE



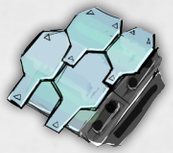
ANTI-MISSILE ROCKETS



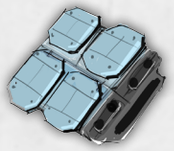
NEUTRONIUM BOMB



DAUNTLESS GUIDANCE SYSTEM



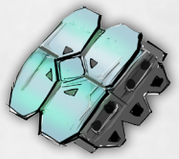
NEUTRONIUM ARMOR



ZORTRIUM ARMOR



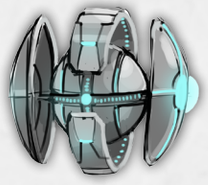
ADAMANTIUM ARMOR



XENTRONIUM ARMOR



CLASS V SHIELD



CLASS VI SHIELD



CLASS X SHIELD



POSITRONIC COMPUTER



CYBERTRONIC COMPUTER



MOLECULARTRONIC COMPUTER



ION DRIVE



AUTOMATED REPAIR UNIT



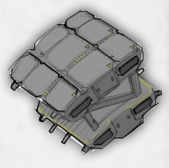
ASSAULT SHUTTLE



FAST MISSILE RACKS



TROOP POD



HEAVY ARMOR



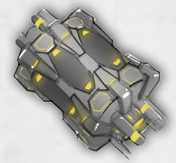
REINFORCED HULL



THORIUM REACTOR



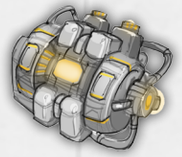
VIRIDIUM REACTOR



IRIDIUM REACTOR



INTERPHASED DRIVE



HYPER DRIVE



WARP DISSIPATOR



WARP FACILITATOR



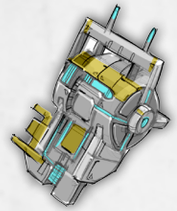
MULI-PHASED SHIELDS



HYPER-X CAPACITORS



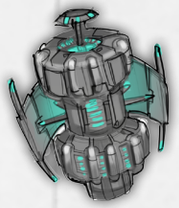
BATTLE SCANNER



GYRO STABILIZER



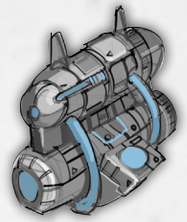
RANGEMASTER TARGETING UNIT



HYPER-X CAPACITORS



UNNAMED



SHIELD CAPACITOR

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